

FIG. 1

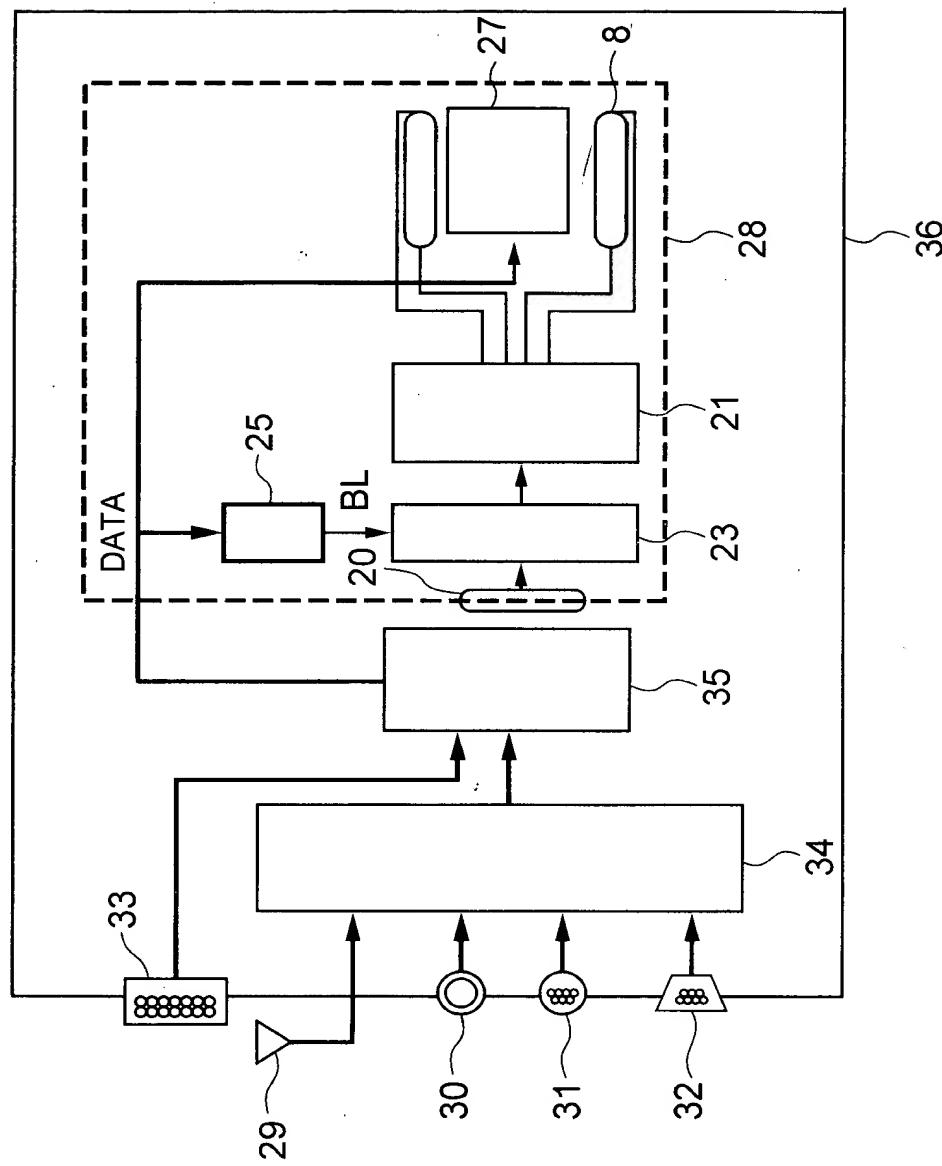


FIG. 2

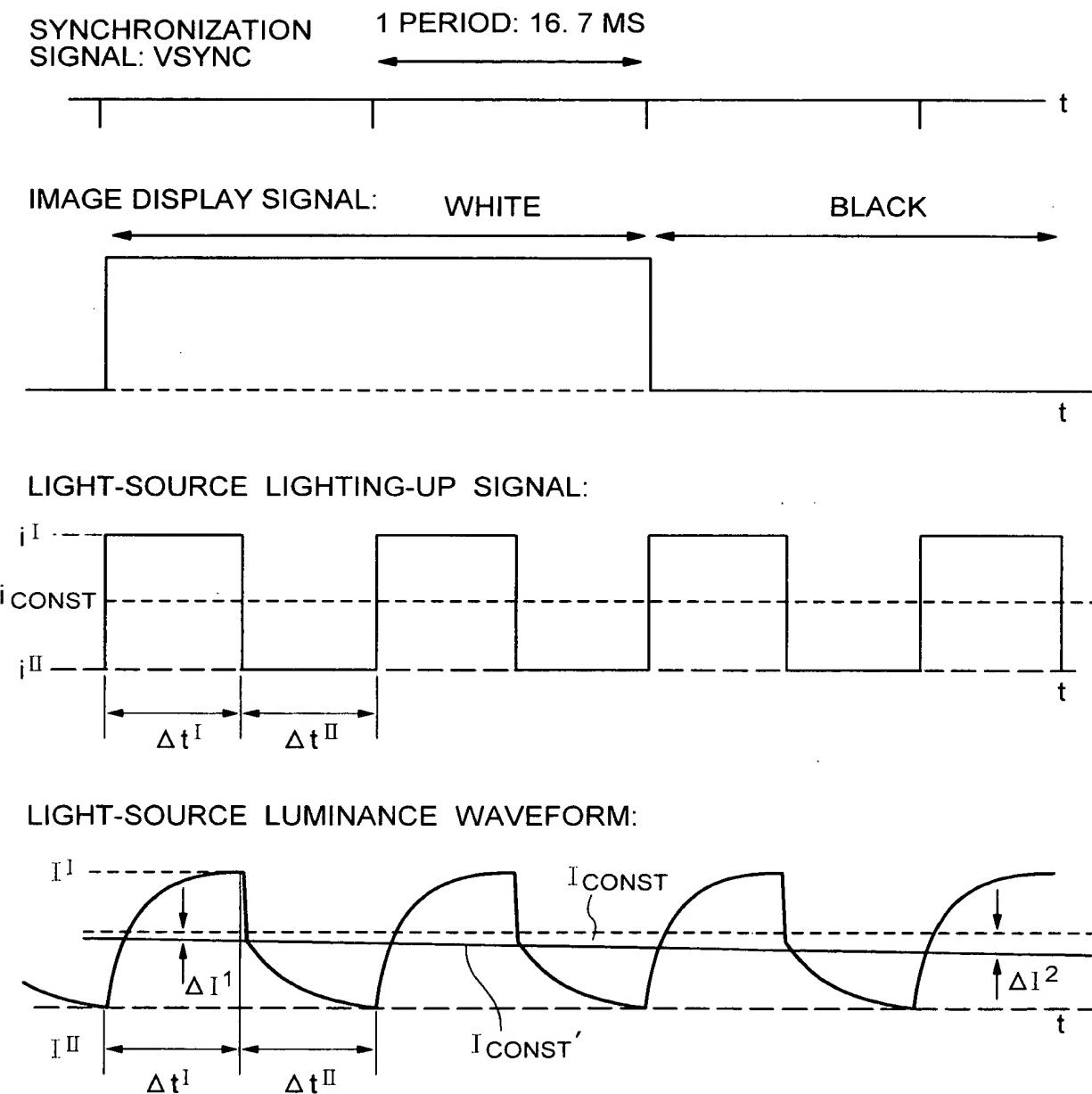


FIG. 3A

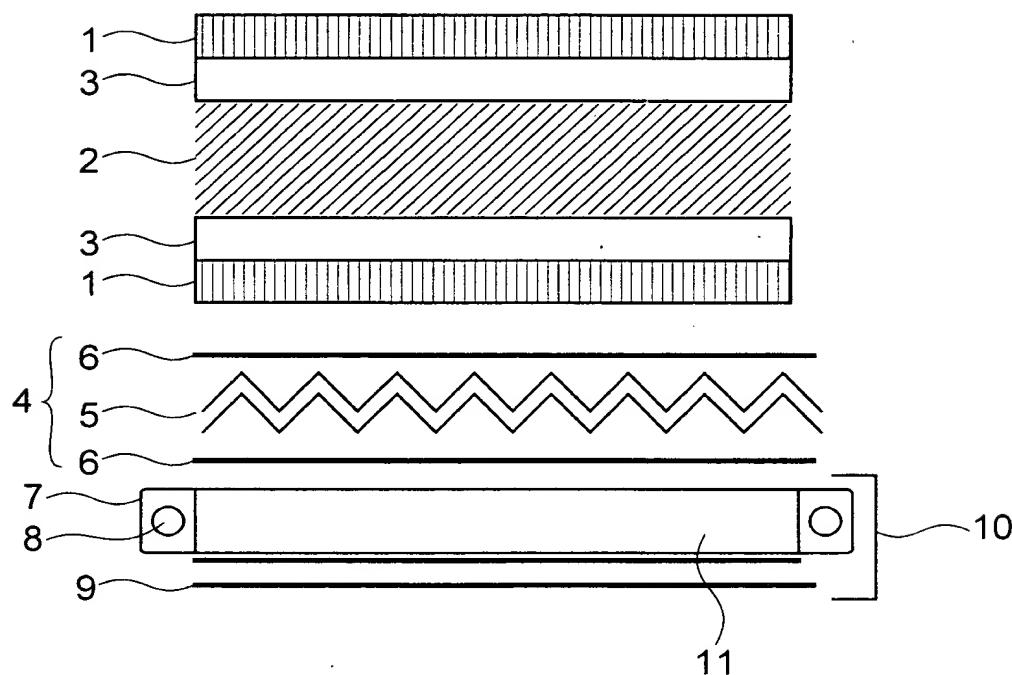


FIG. 3B

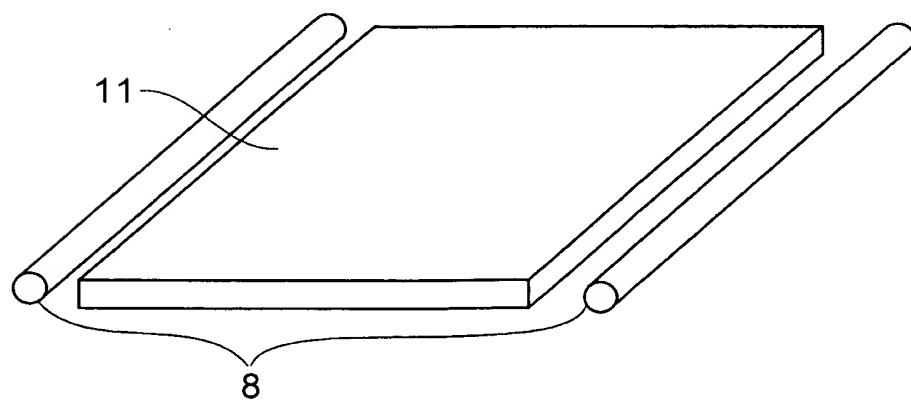


FIG.4A

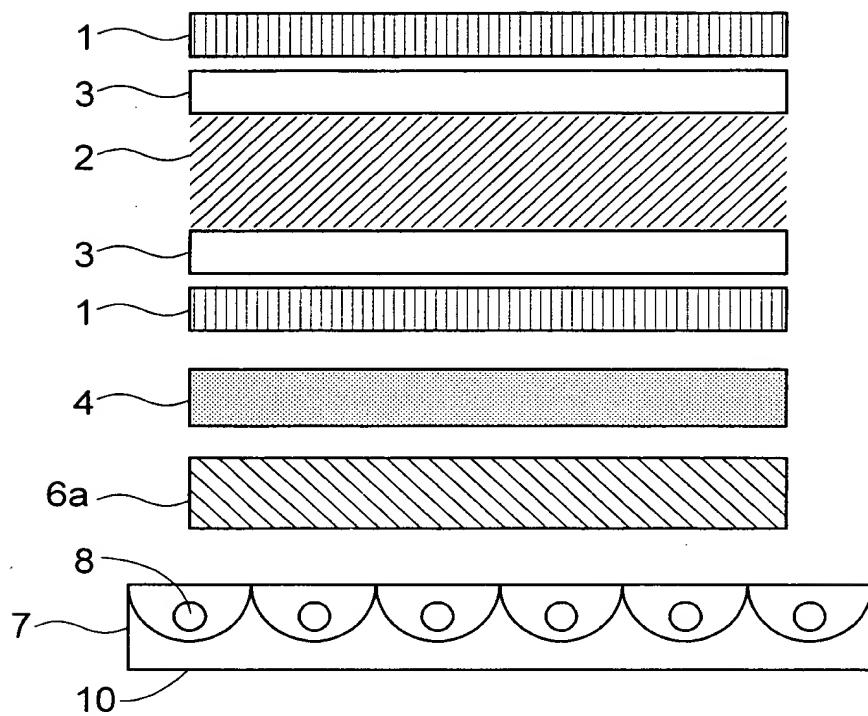


FIG.4B

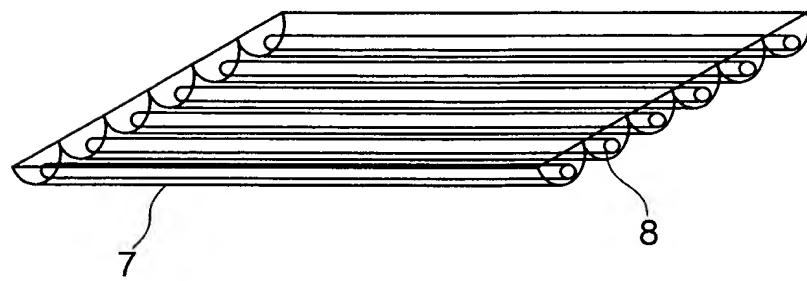


FIG.5A

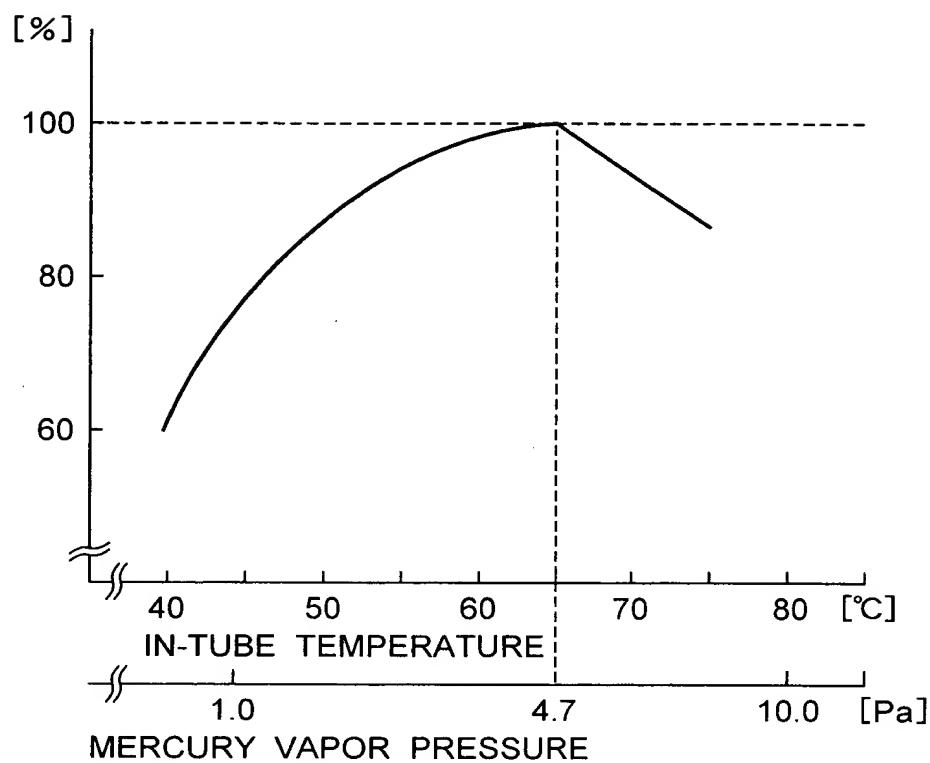


FIG.5B

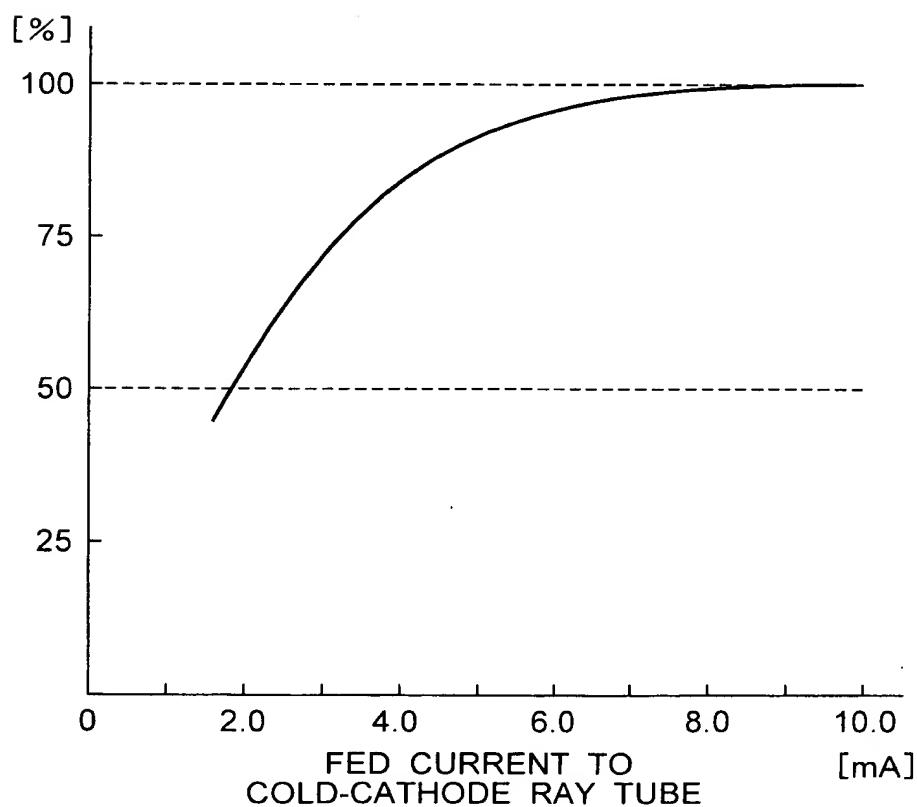


FIG. 6

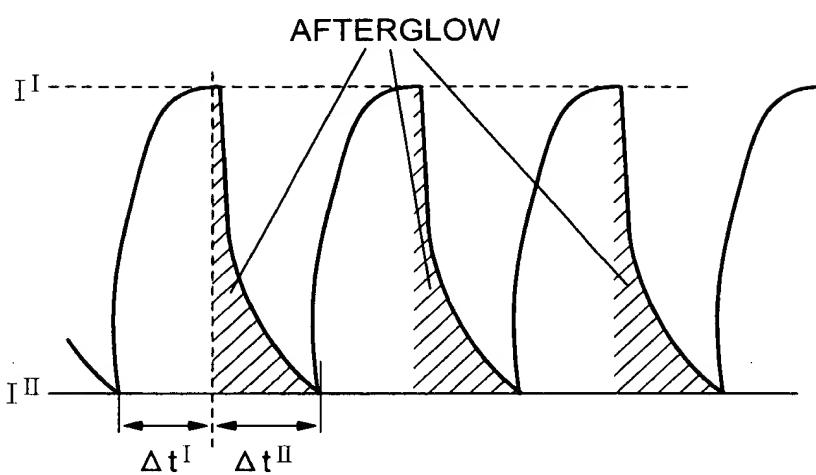


FIG. 7A

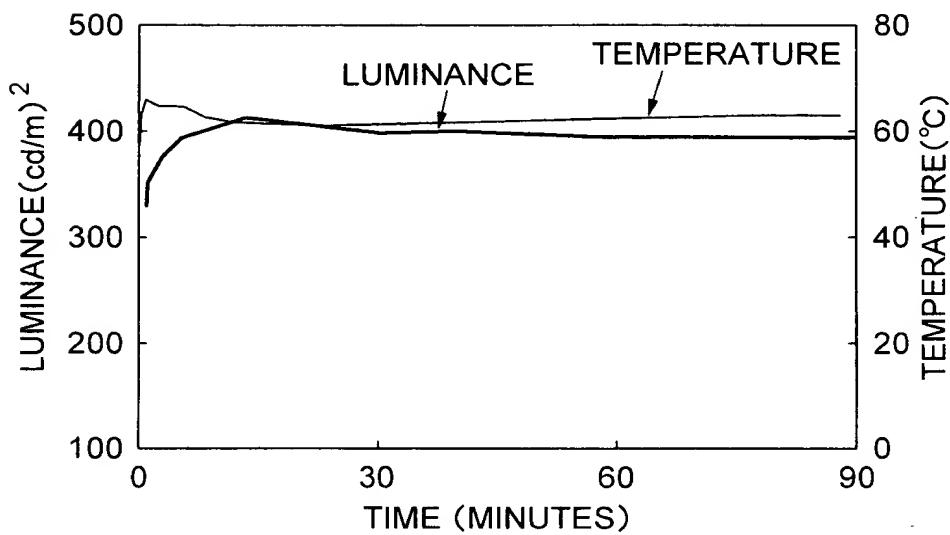


FIG. 7B

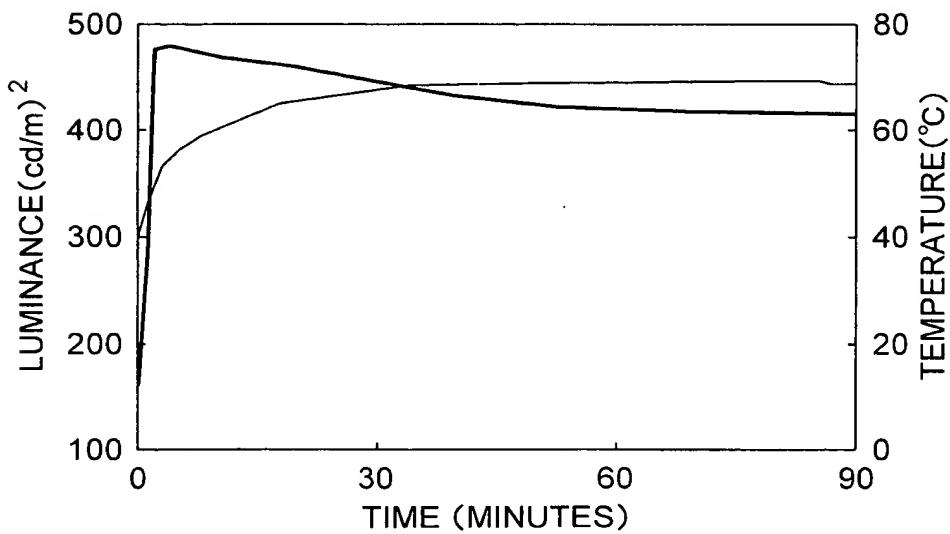


FIG. 8

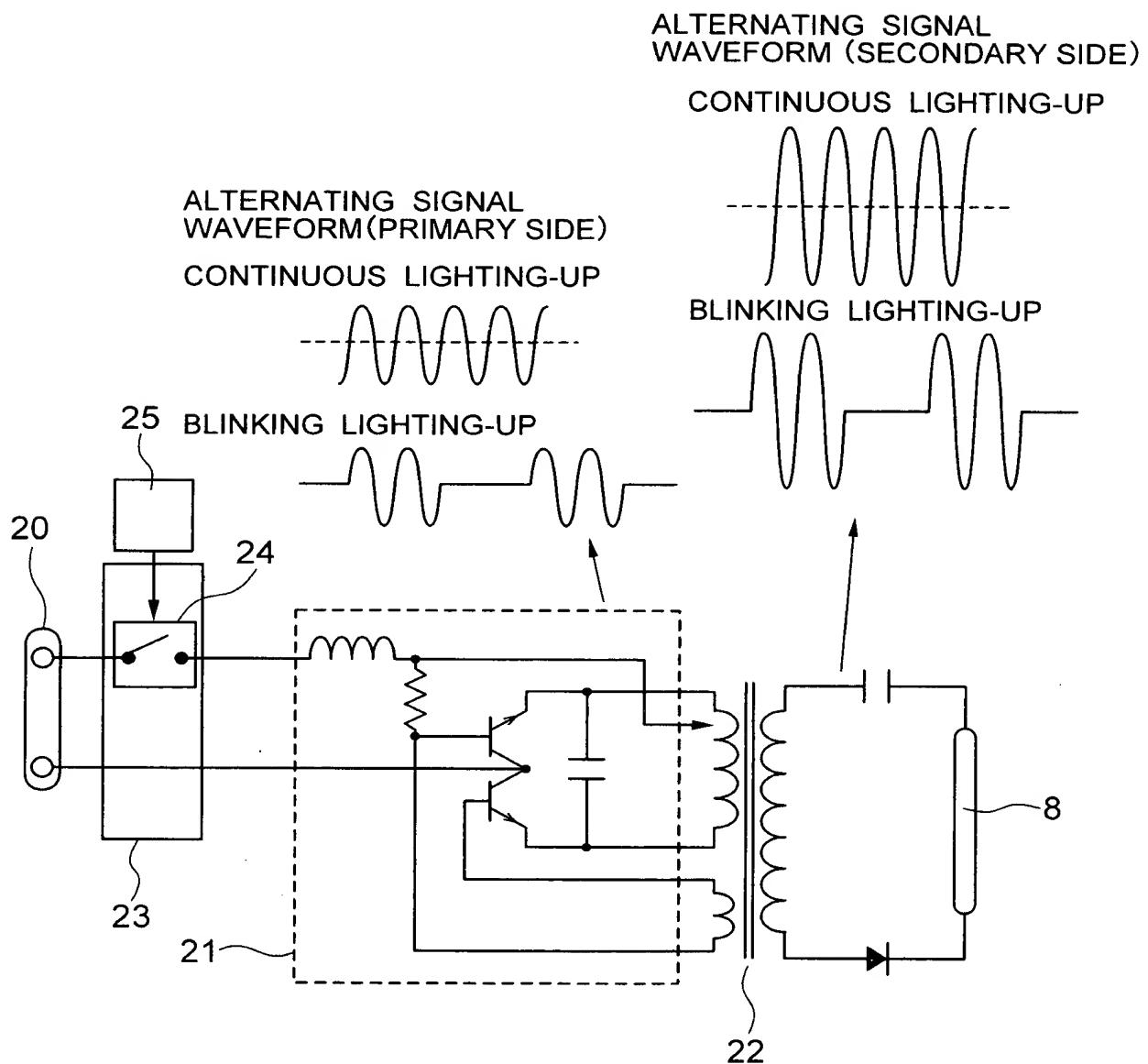


FIG. 9

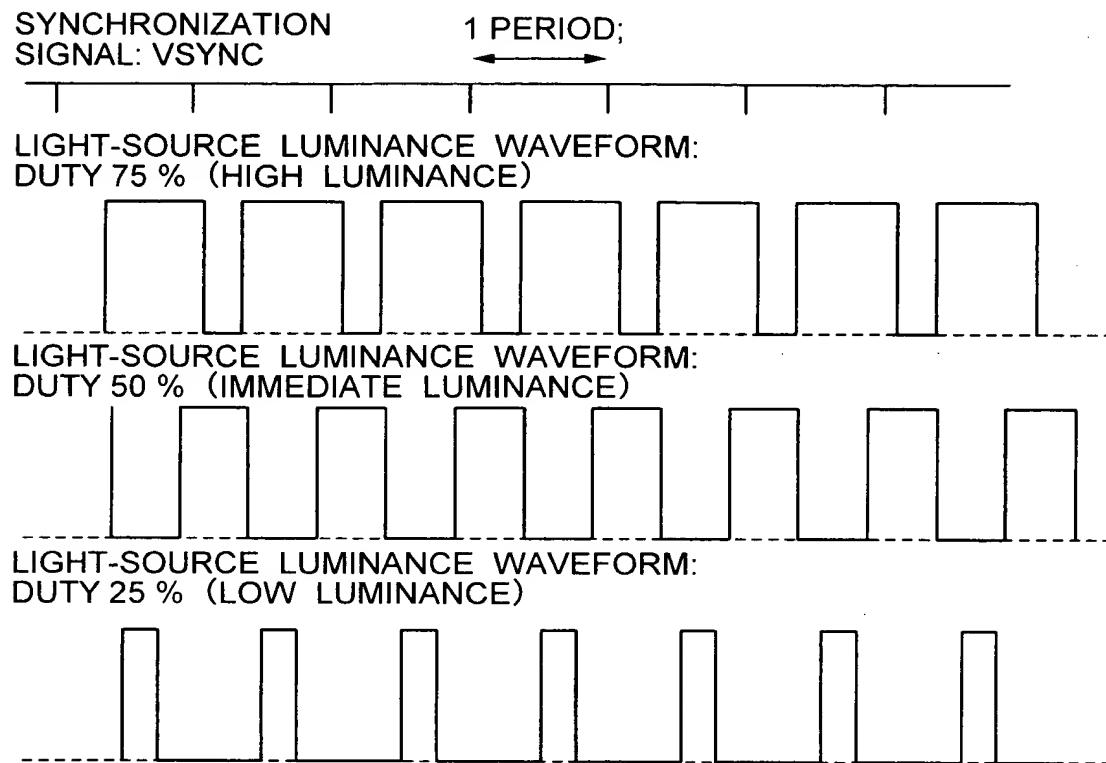


FIG. 10

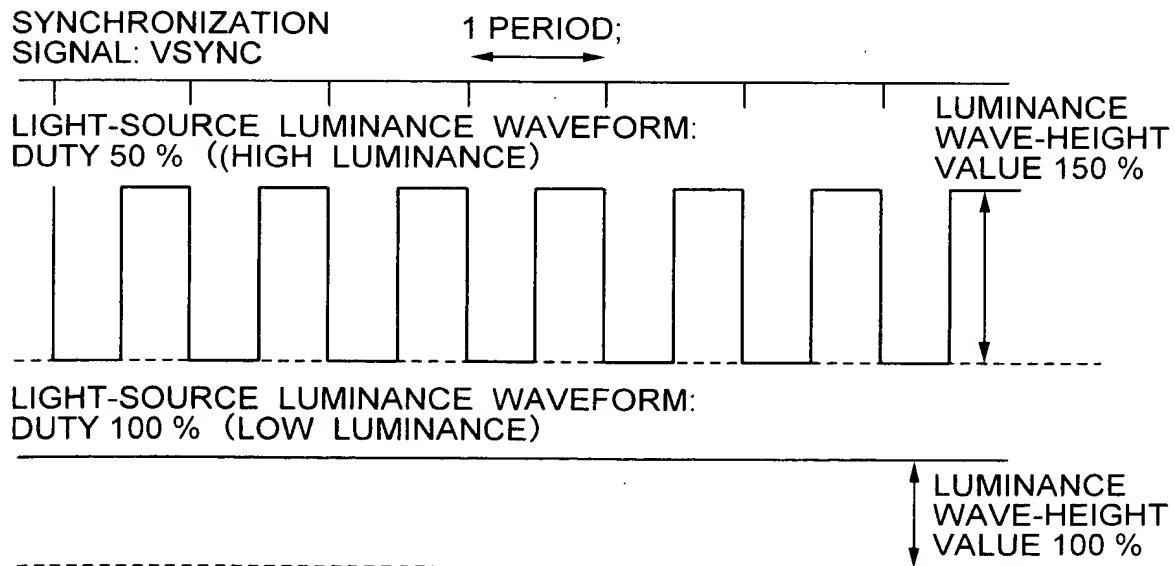


FIG. 11A

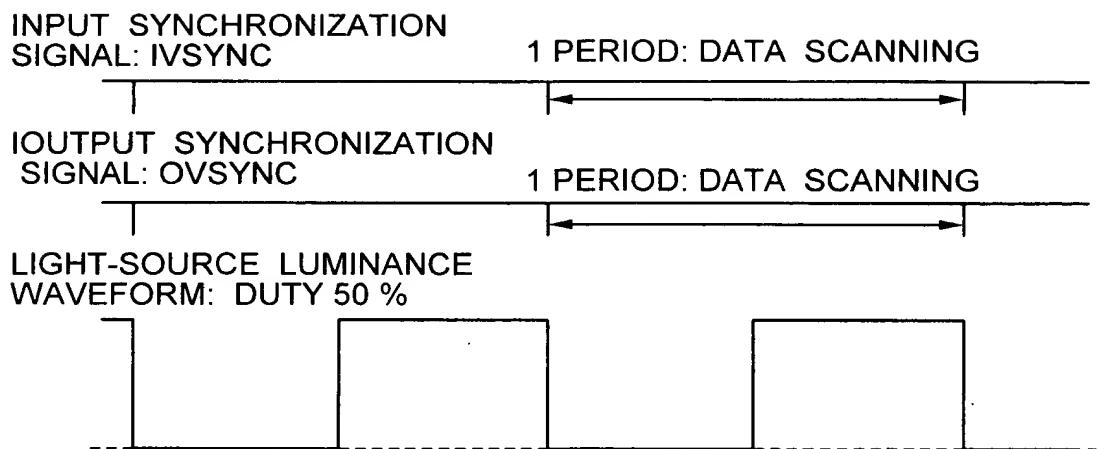


FIG. 11B

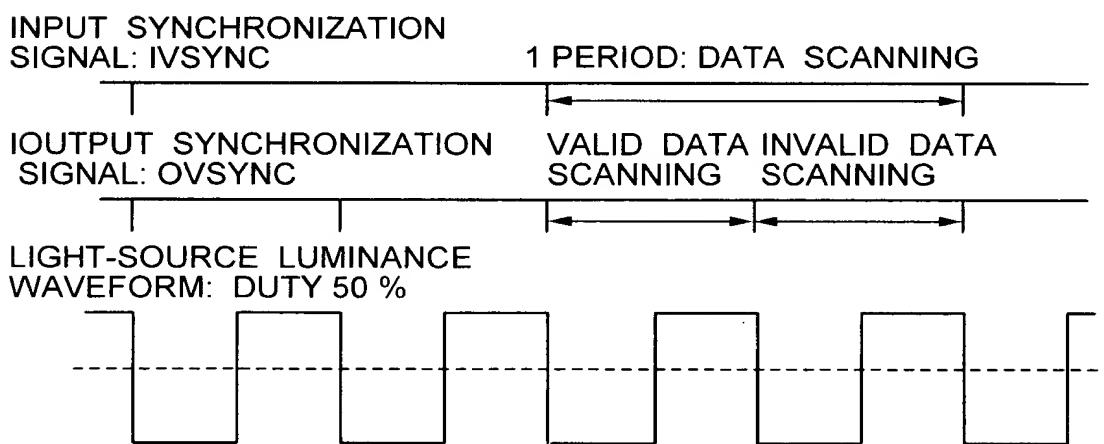


FIG. 11C

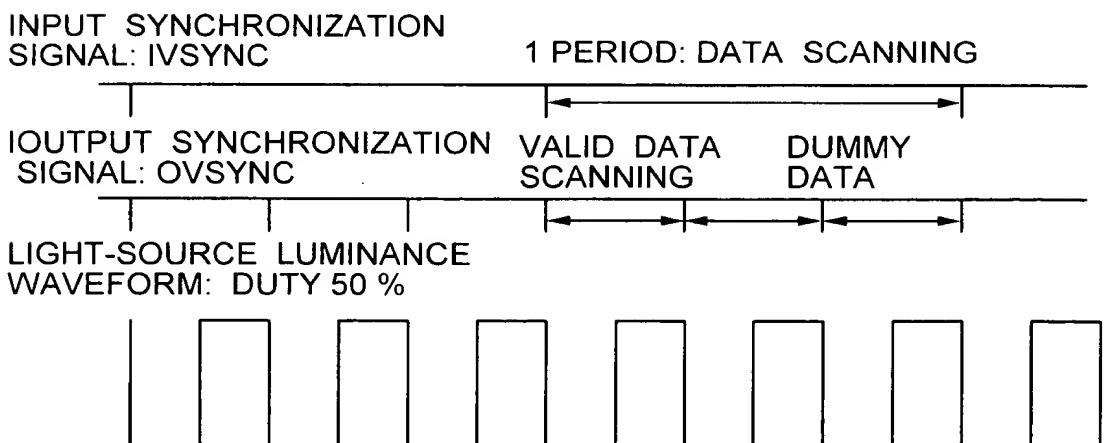


FIG. 12

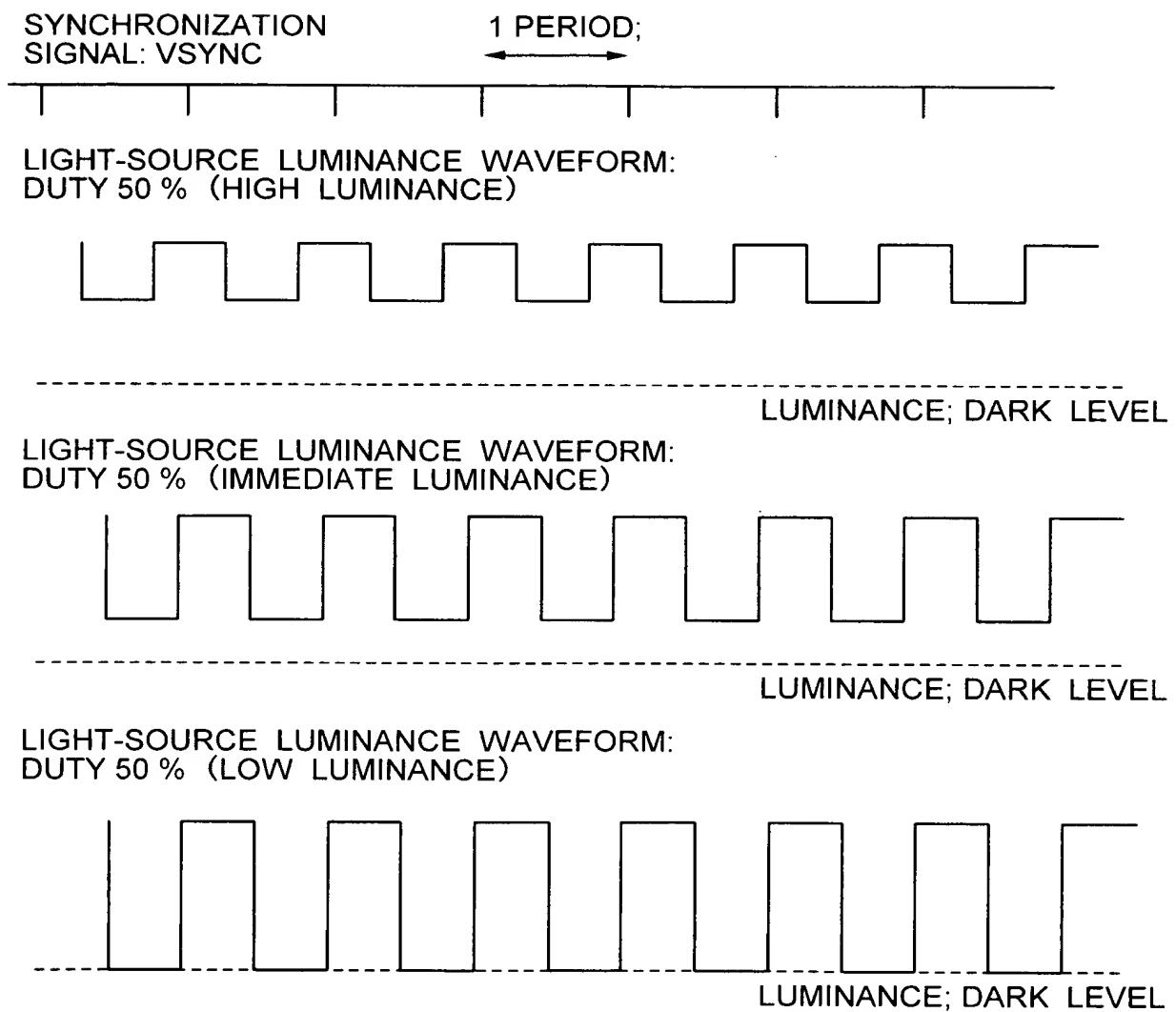


FIG. 13A

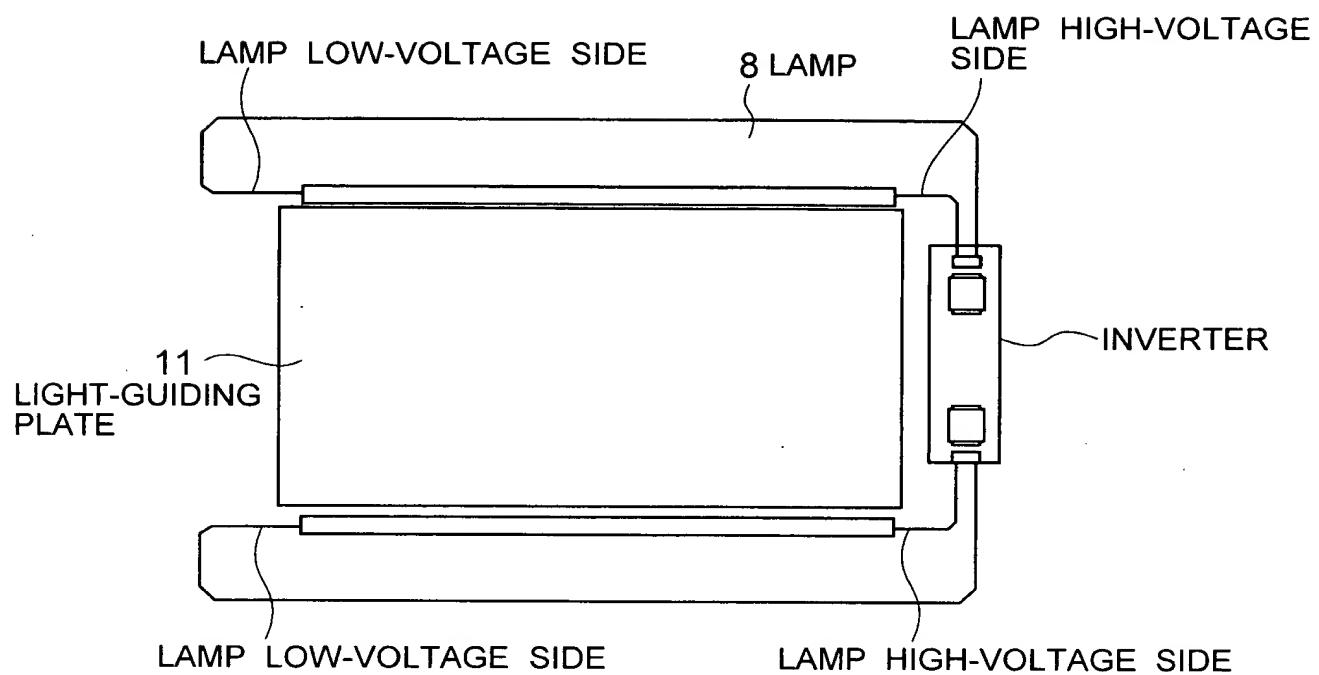


FIG. 13B

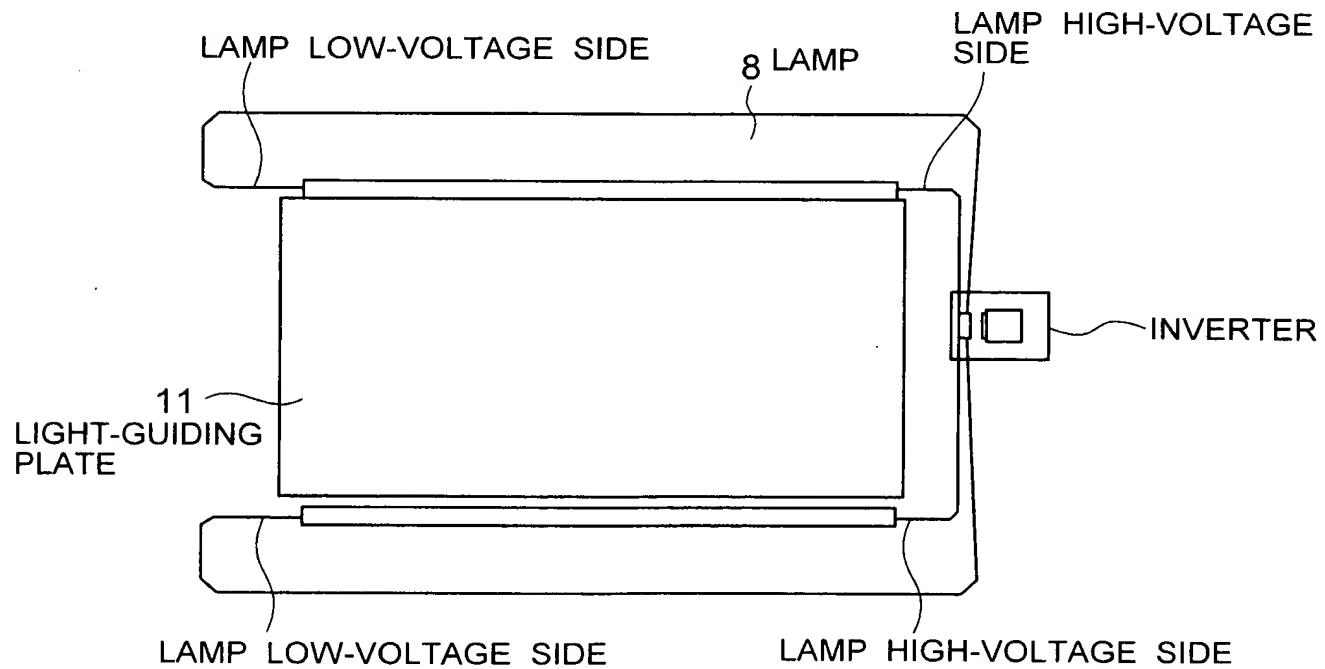


FIG. 14A

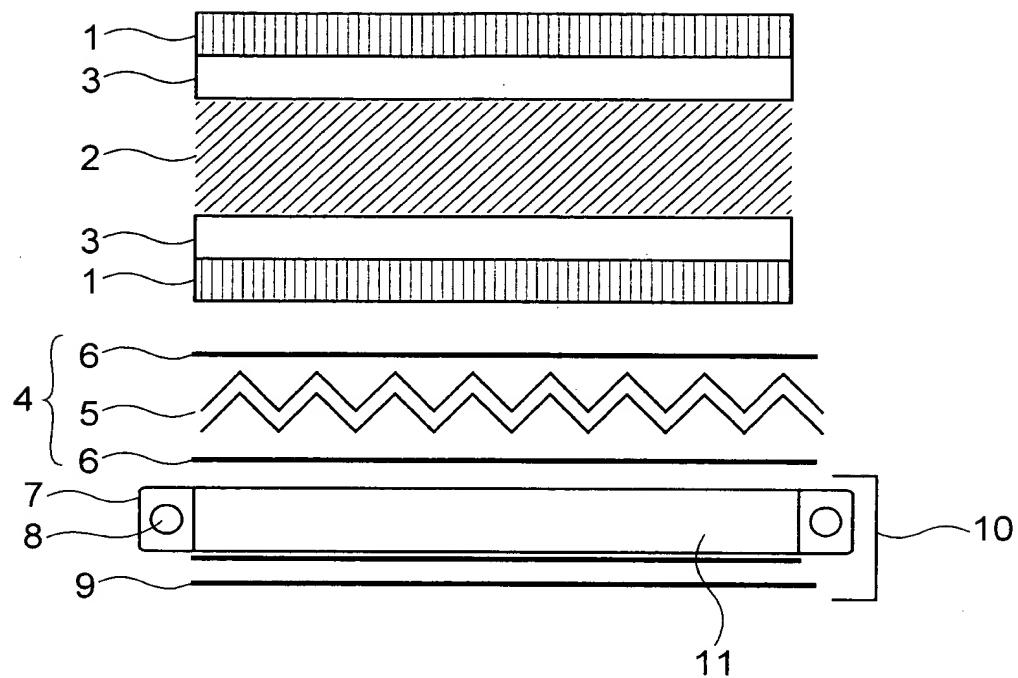


FIG. 14B

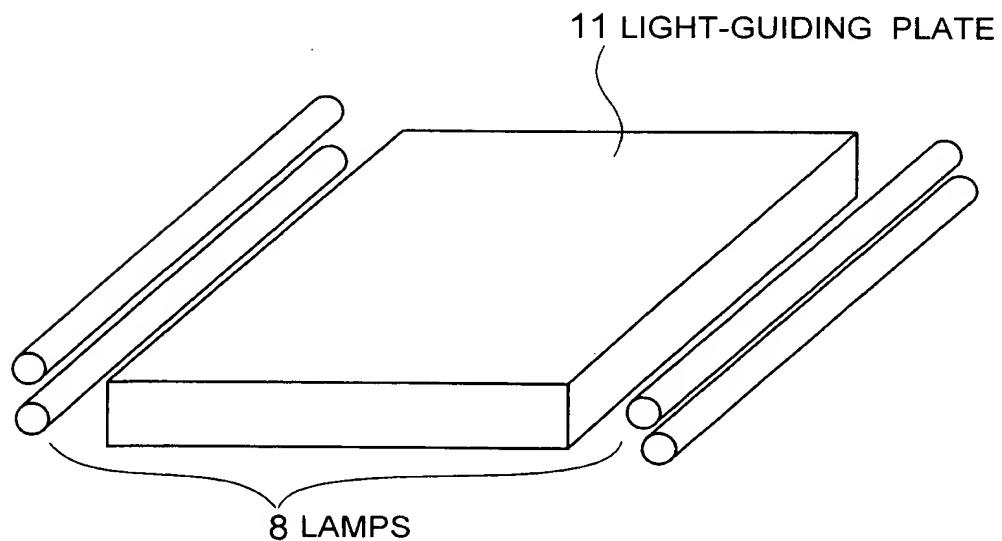


FIG. 15

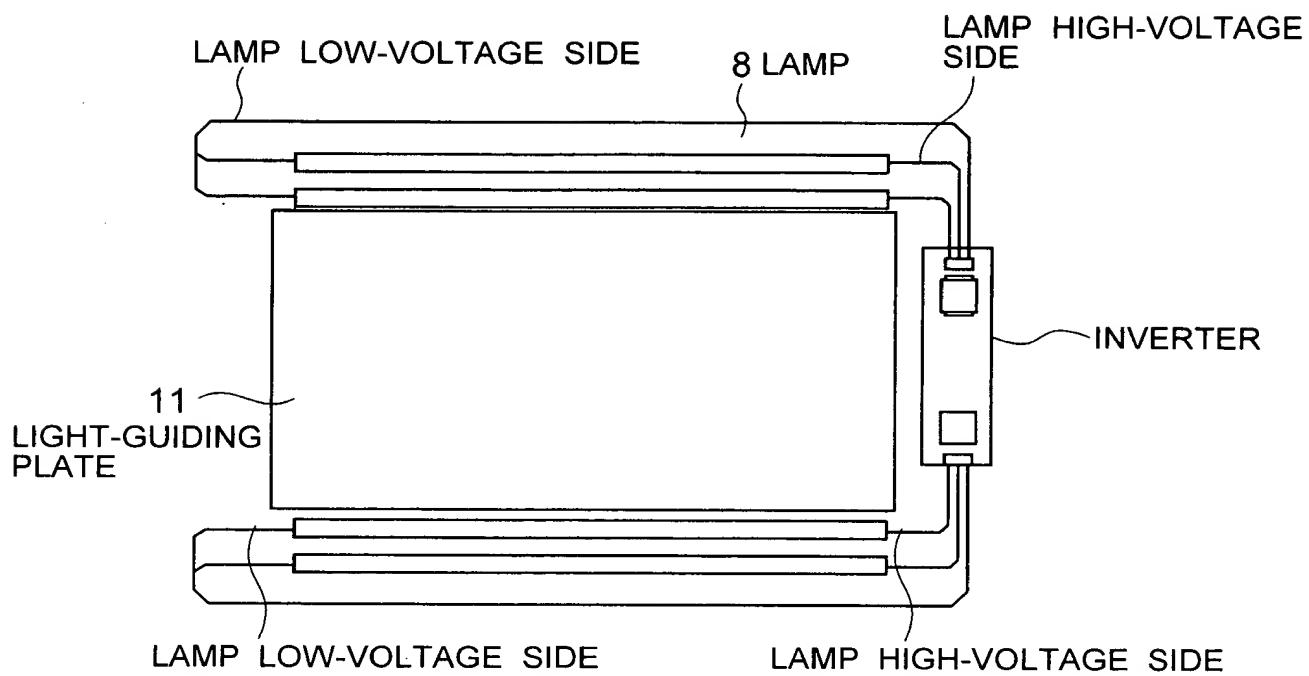


FIG. 16

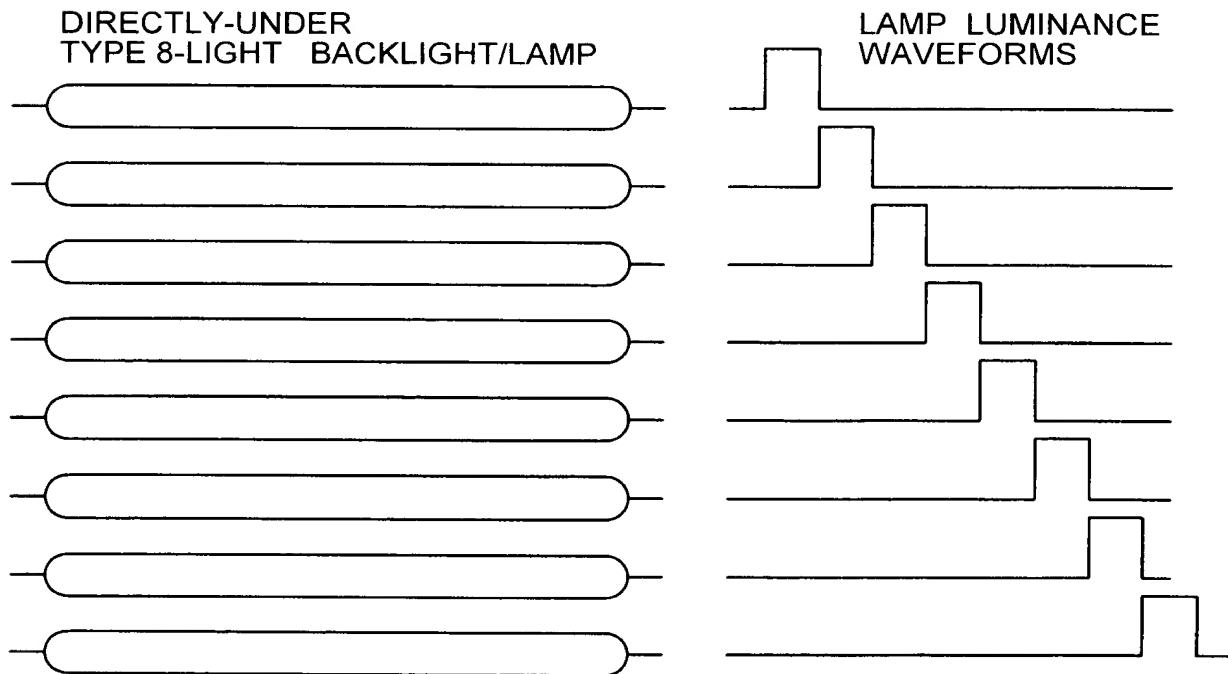


FIG. 17

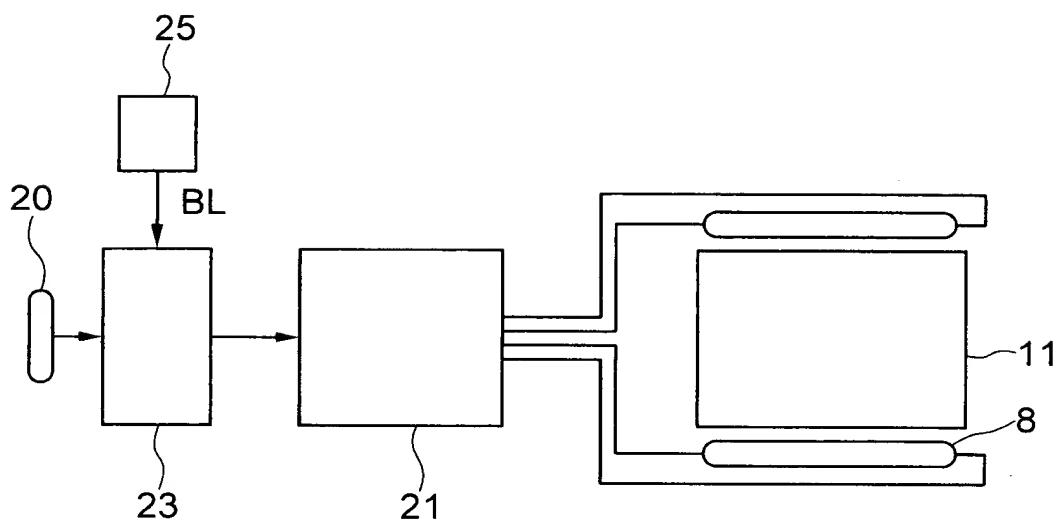


FIG. 18

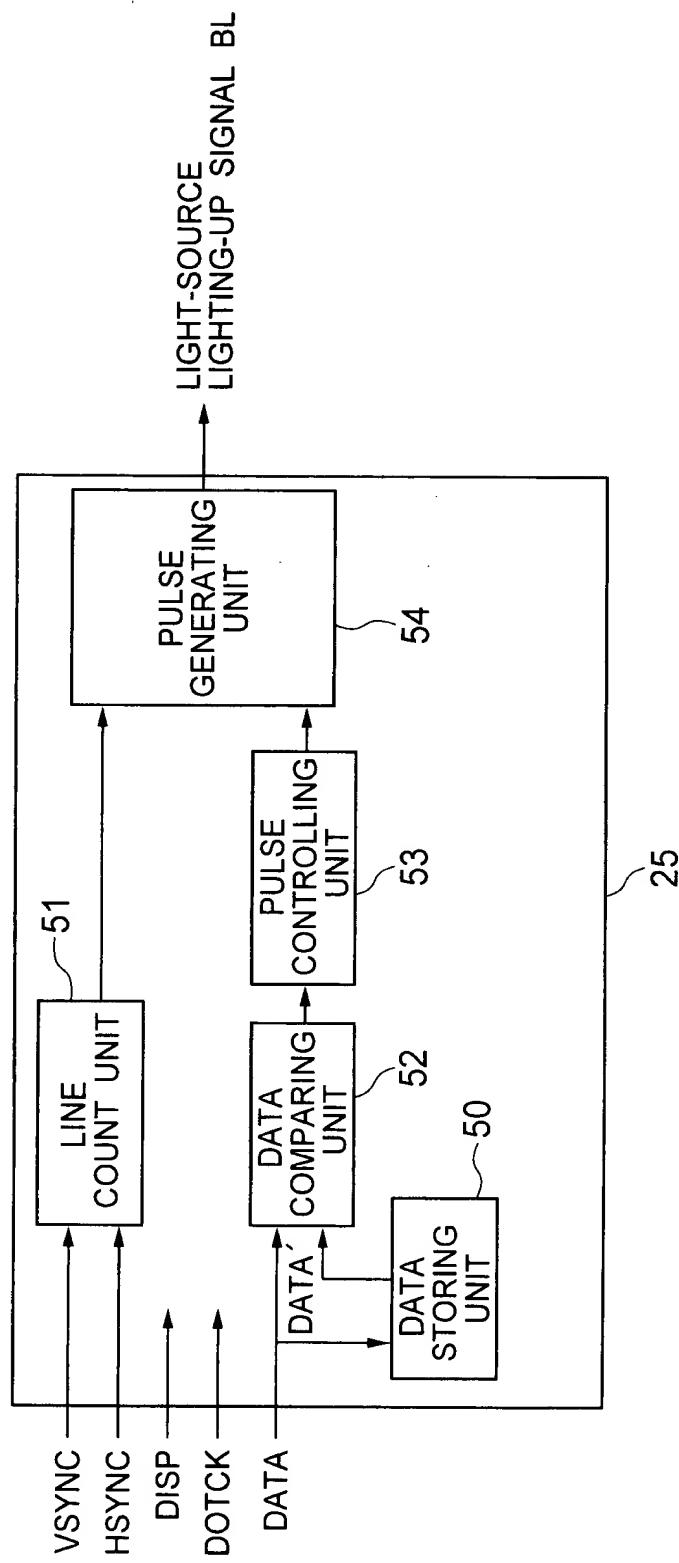
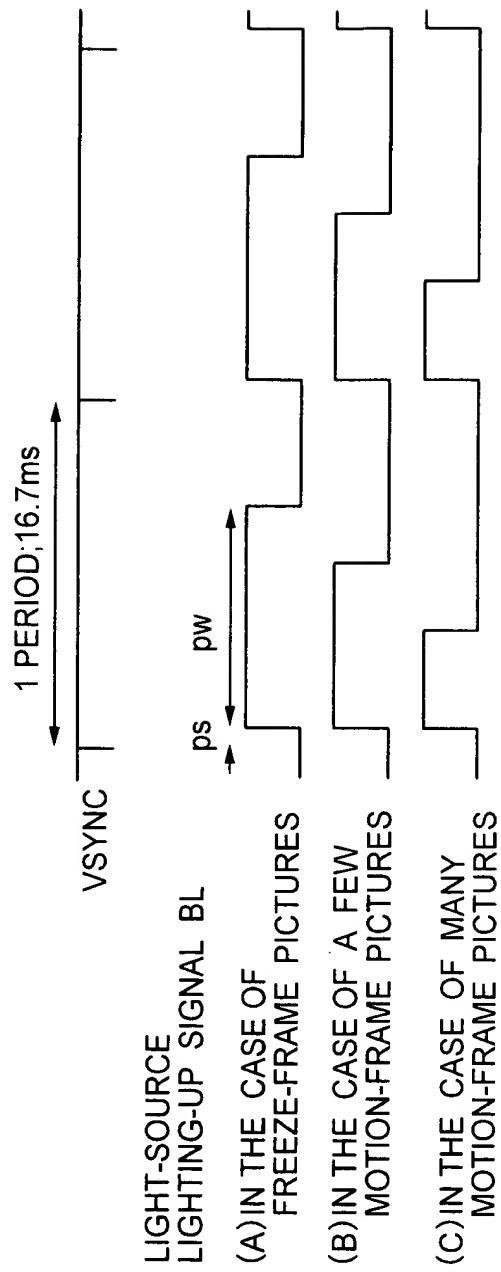


FIG. 19



HOLD TYPE LIGHT-EMISSION IN THE PRIOR ART

SYNCHRONIZATION SIGNAL :VSYNC

LIGHT-SOURCE WAVEFORM (HOLD TYPE)

LIQUID CRYSTAL RESPONSE WAVEFORM

FIG. 20A

IMPULSE TYPE LIGHT-EMISSION IN THE PRESENT DEVELOPMENT

FIG. 20B

SYNCHRONIZATION SIGNAL: VSYNC

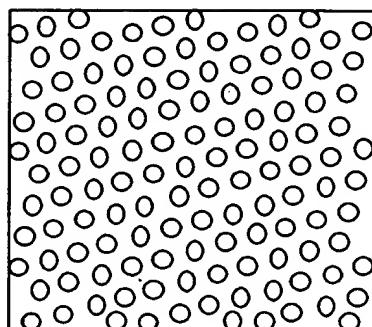
LIGHT-SOURCE WAVEFORM (HOLD TYPE)

LIQUID CRYSTAL RESPONSE WAVEFORM

NO TRANSITION TONE IS
DISPLAYED → NO DISPLAY
BLUR EXISTS

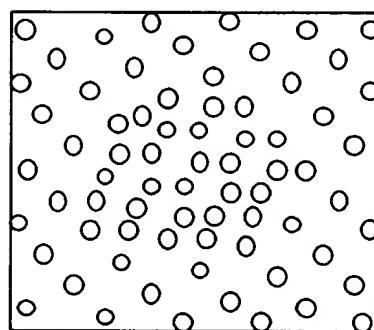
ОДНОДИМЕНСИОННАЯ ГЕОМЕТРИЯ

FIG. 21A



DISPLAY SCREEN DETECTION POINTS

FIG. 21B



DISPLAY SCREEN DETECTION POINTS

00686442-0000-0000-0000-000000000000

FIG. 22

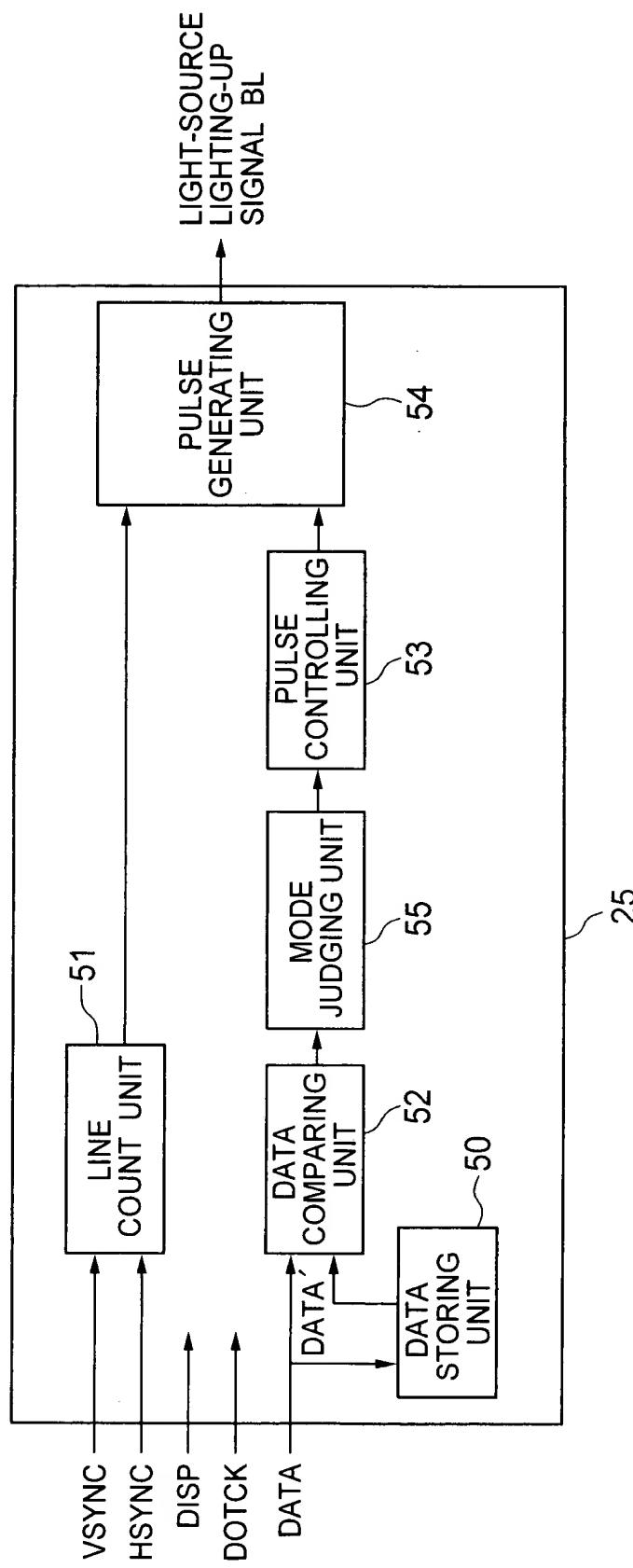


FIG. 23

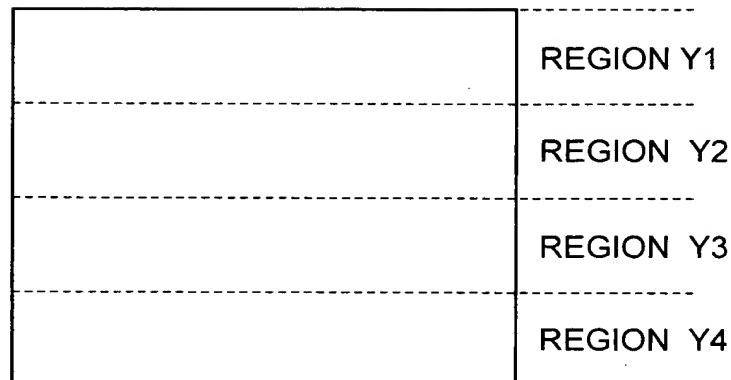


FIG. 24

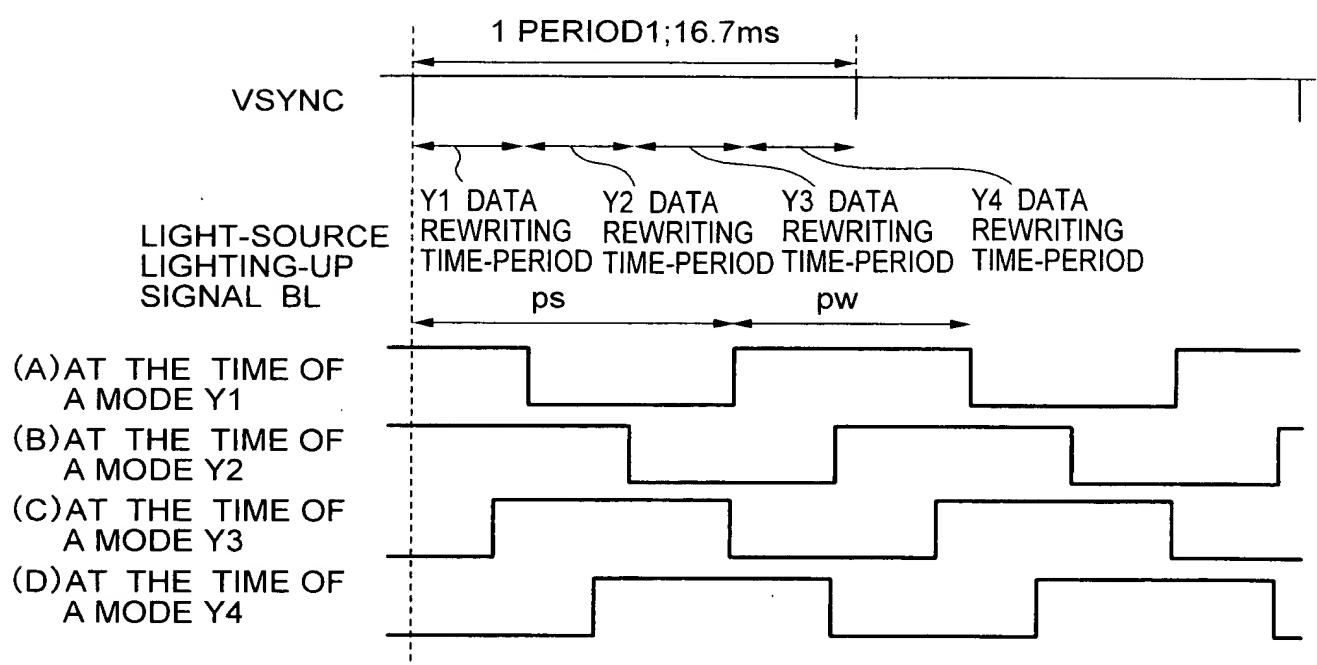


FIG. 25

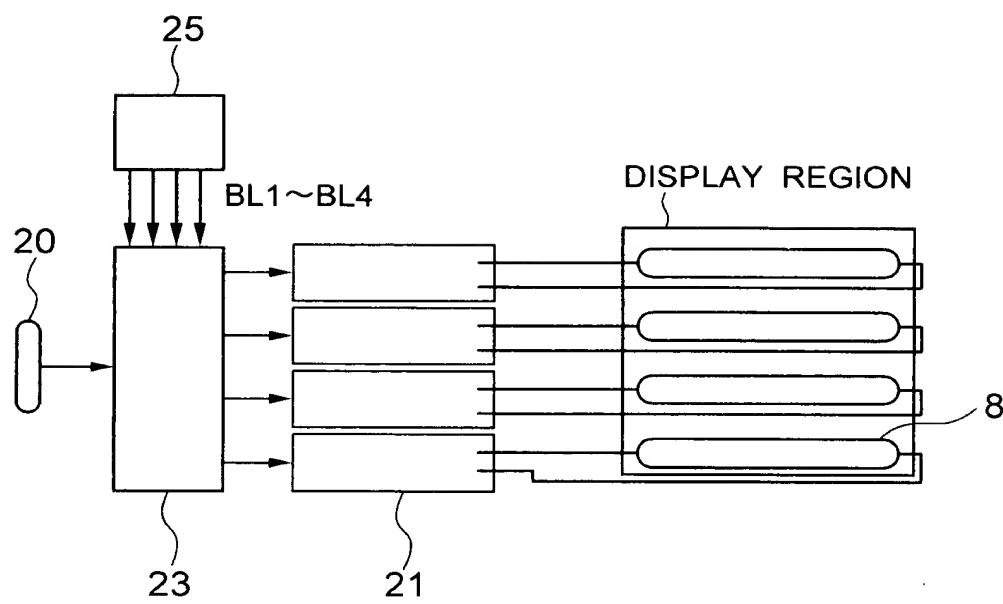


FIG. 26

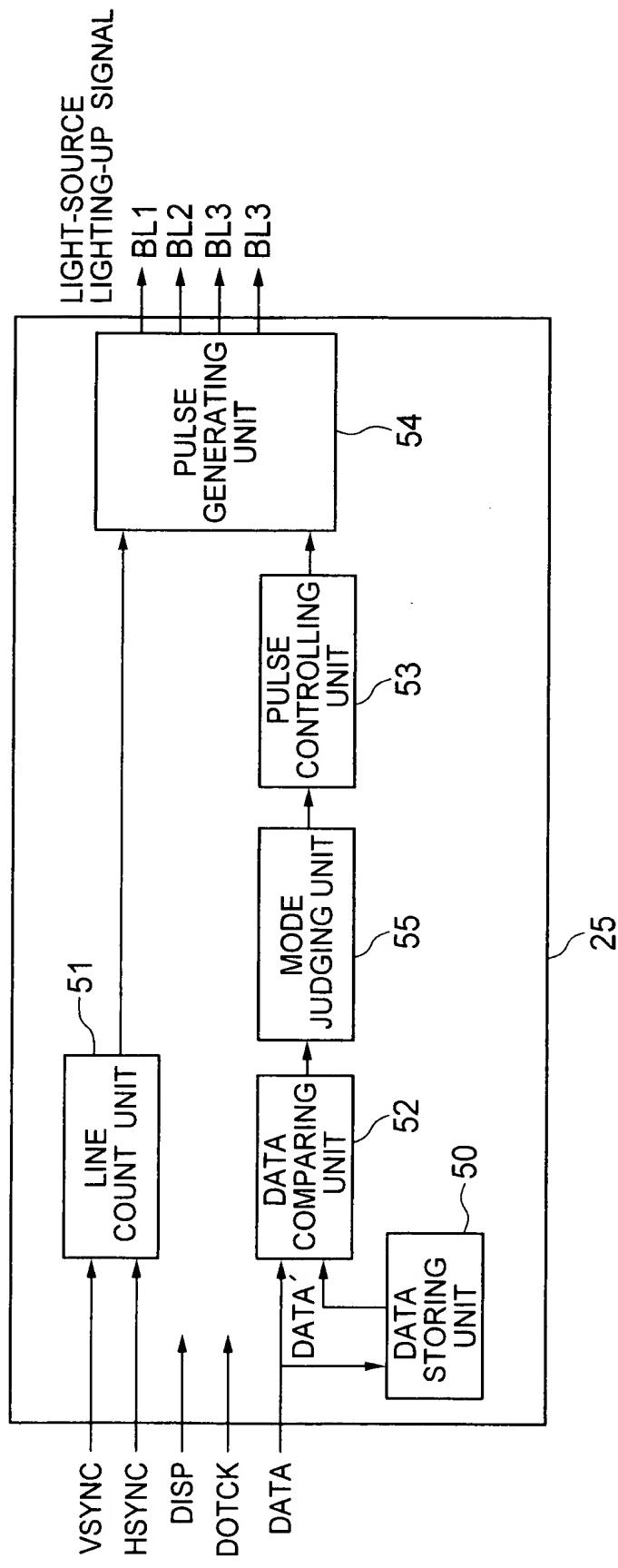


FIG. 27

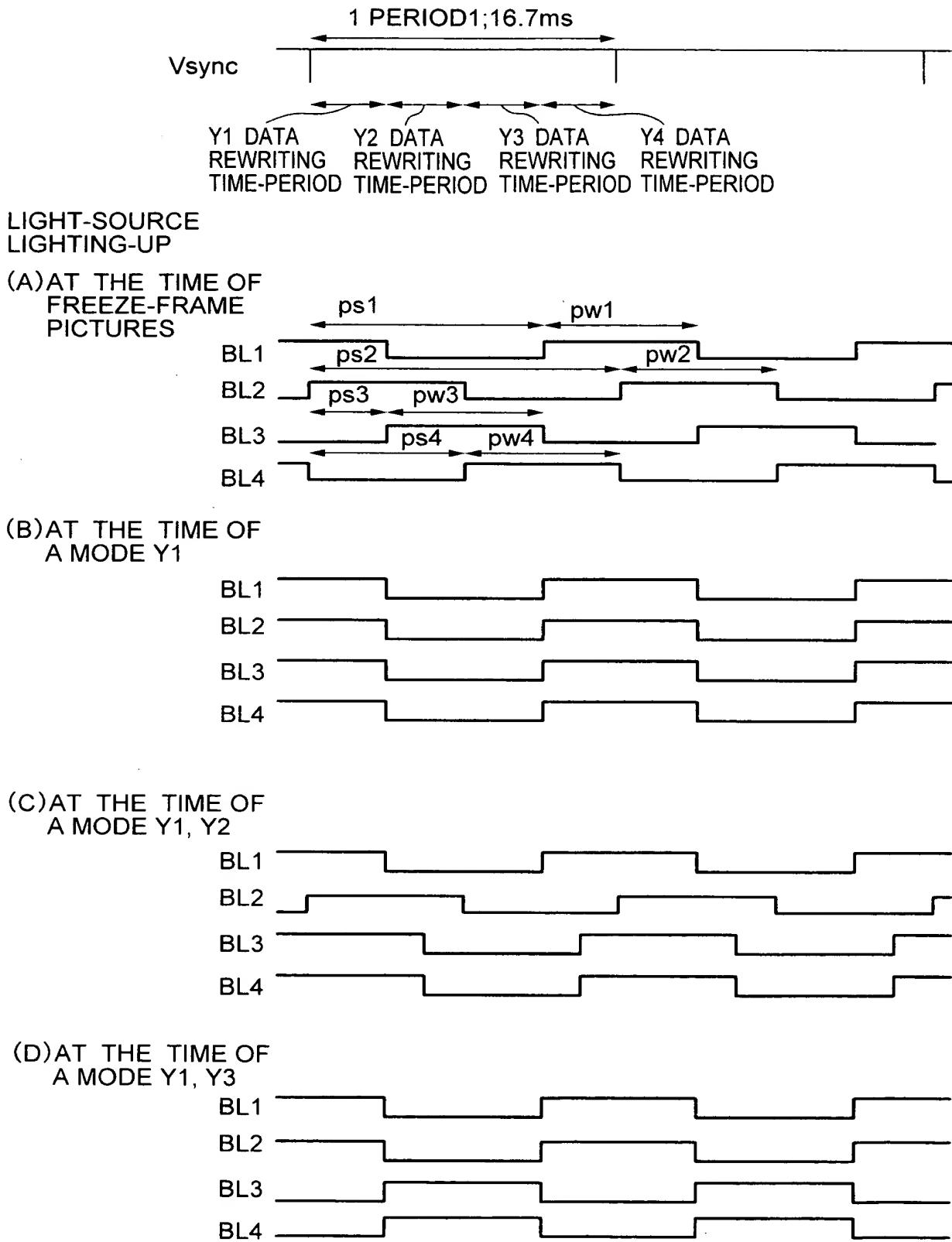


FIG. 28

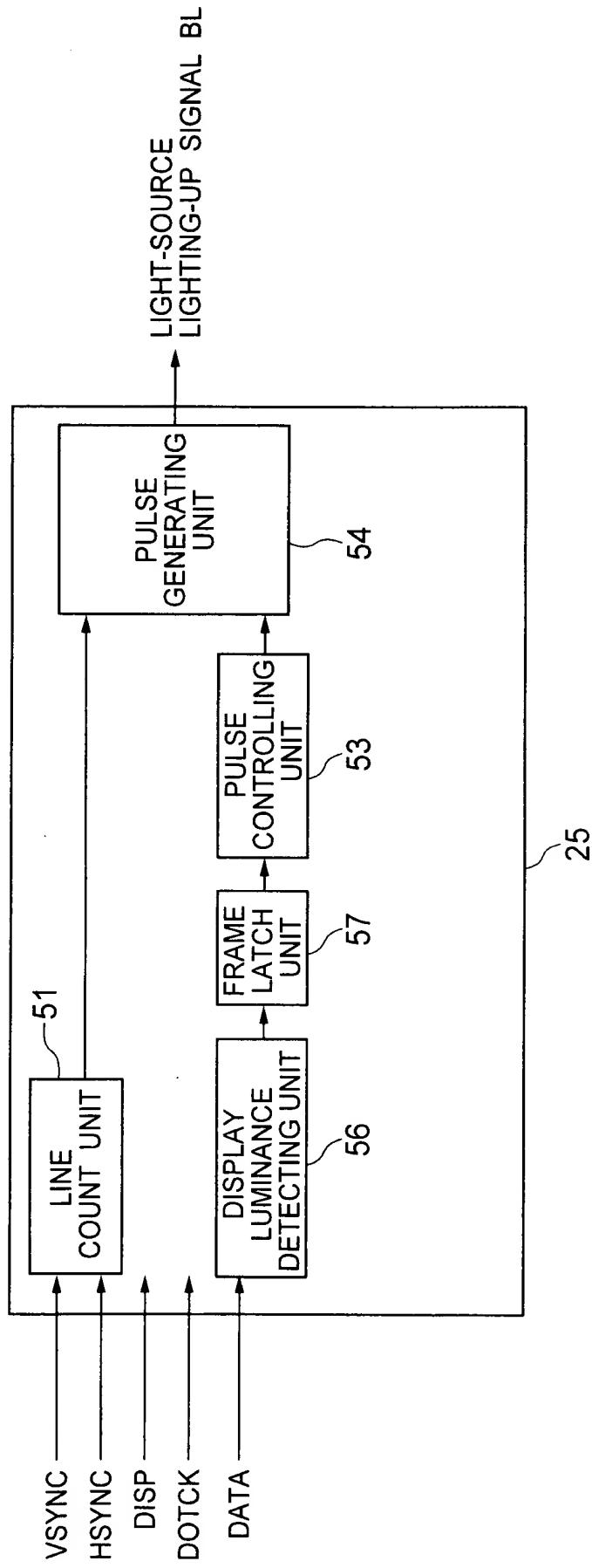
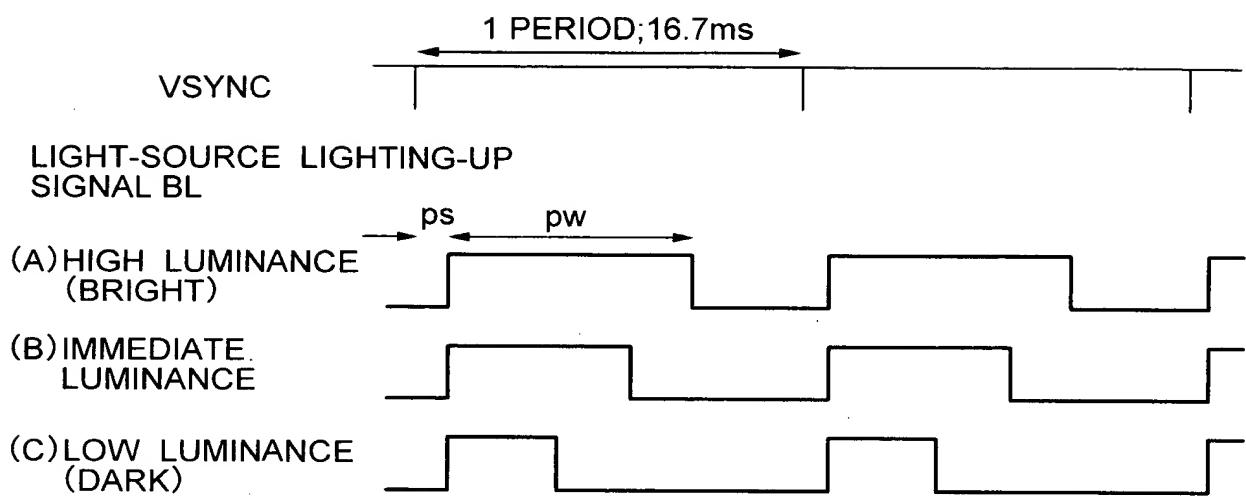


FIG. 29



1029074960

FIG. 30

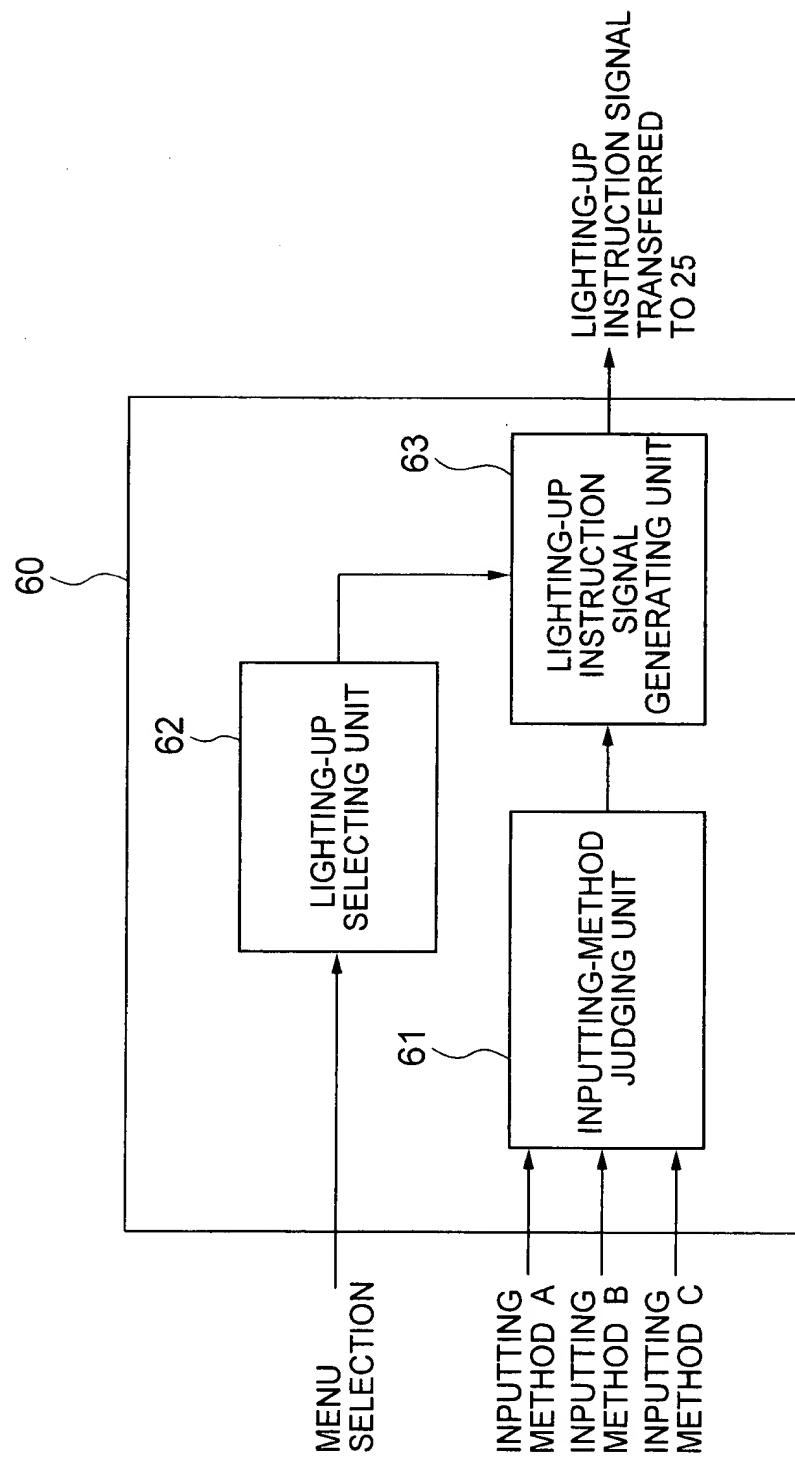


FIG. 31

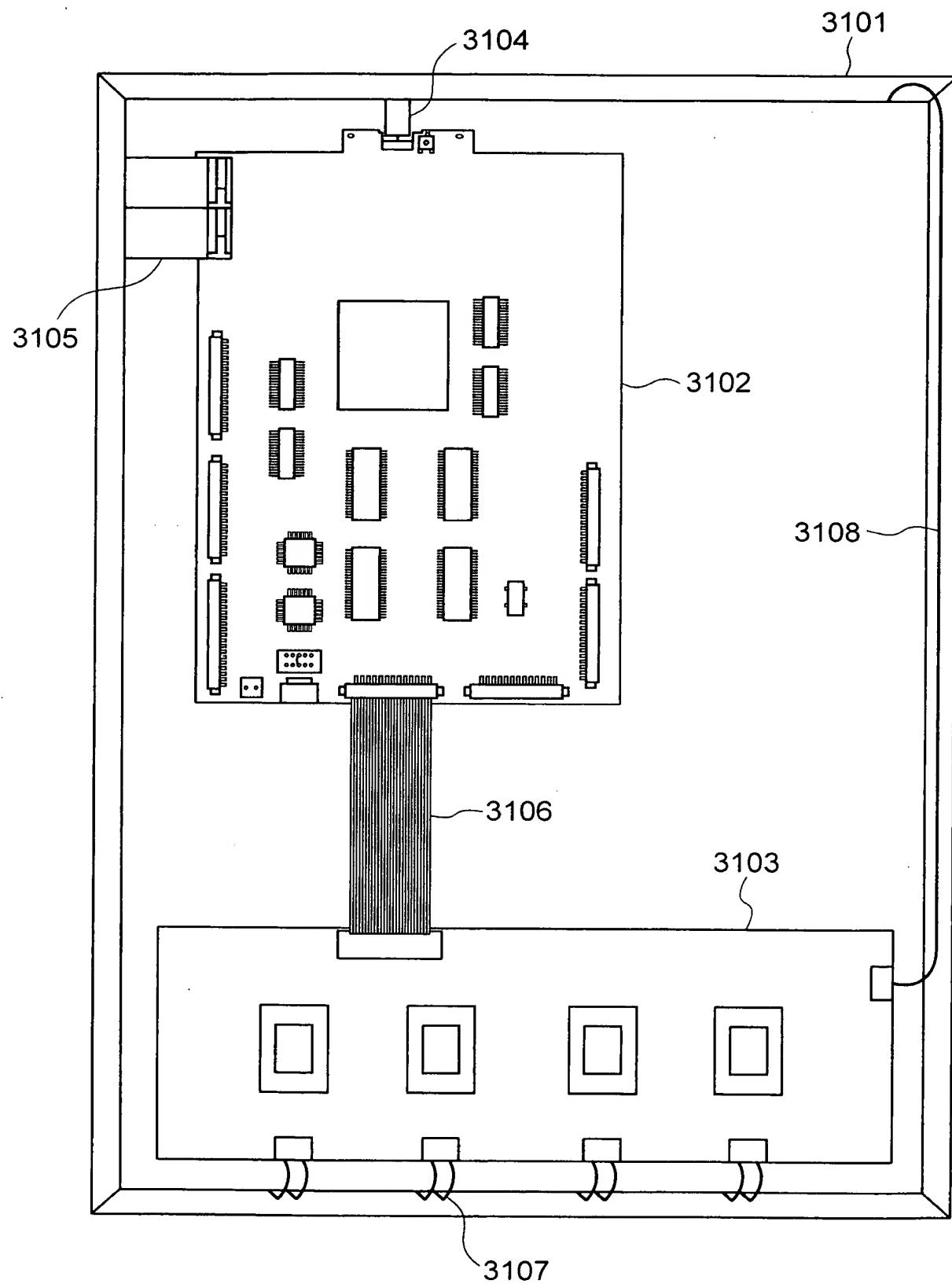
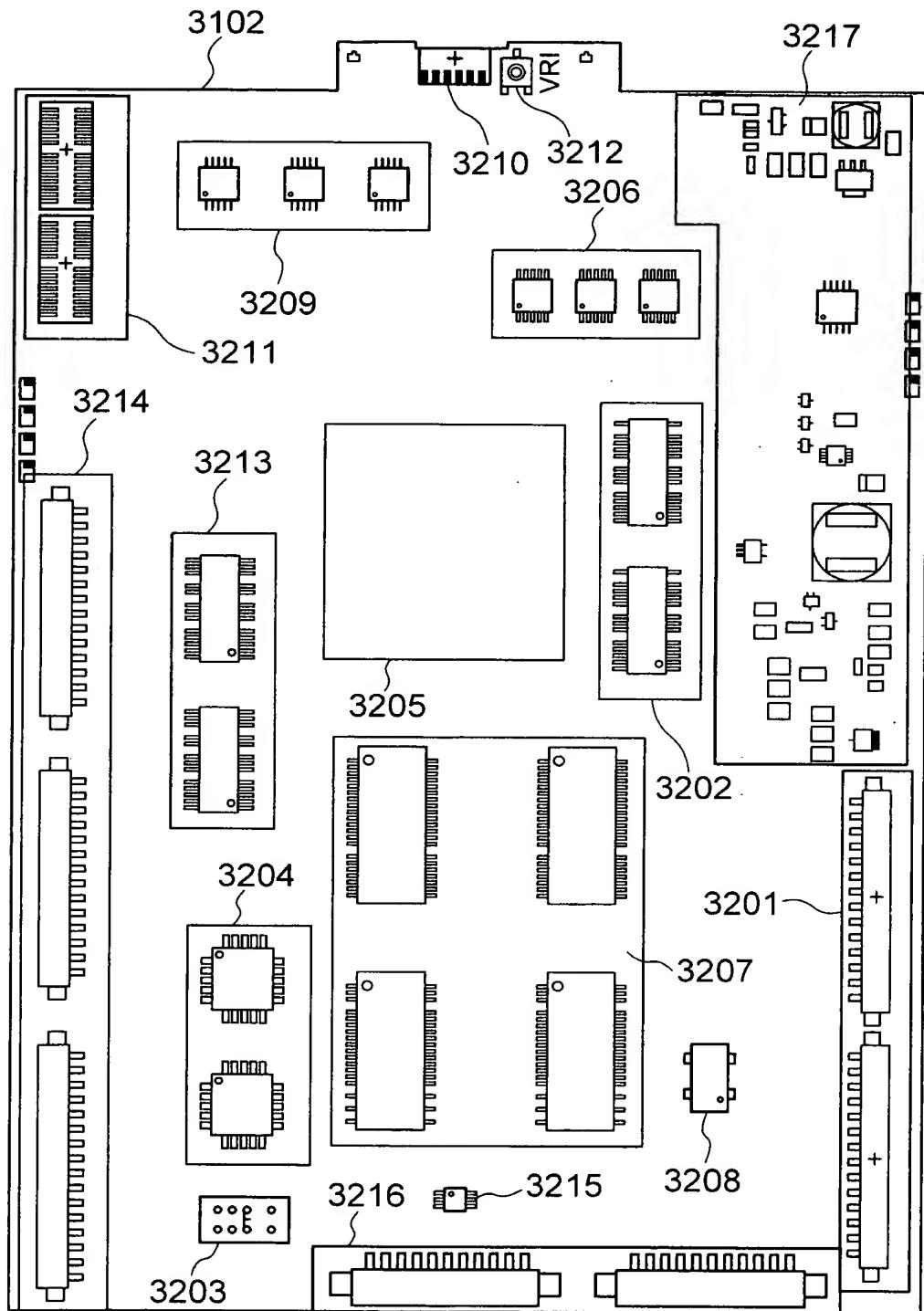


FIG. 32



0988644-100260

FIG. 33

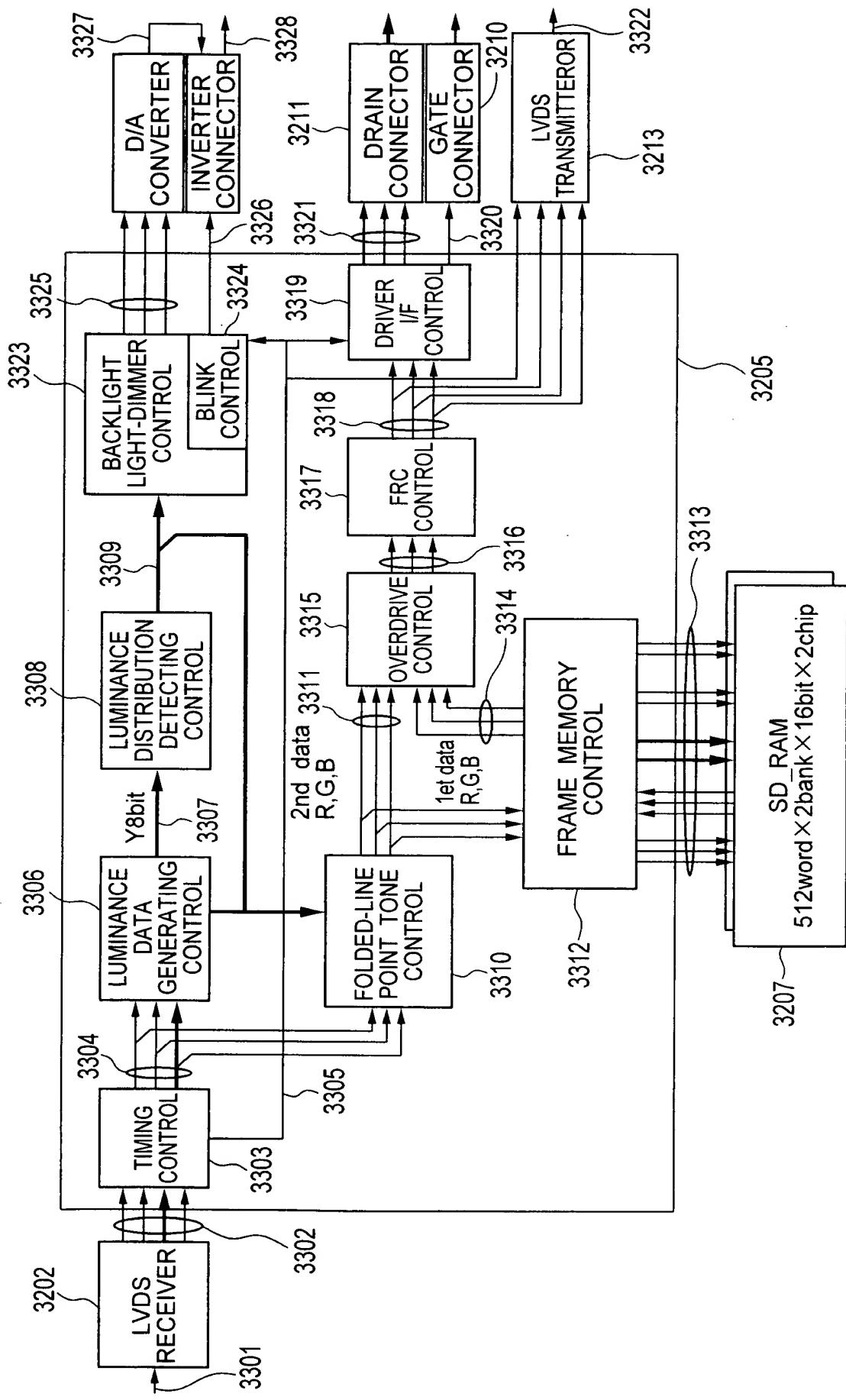


FIG. 34

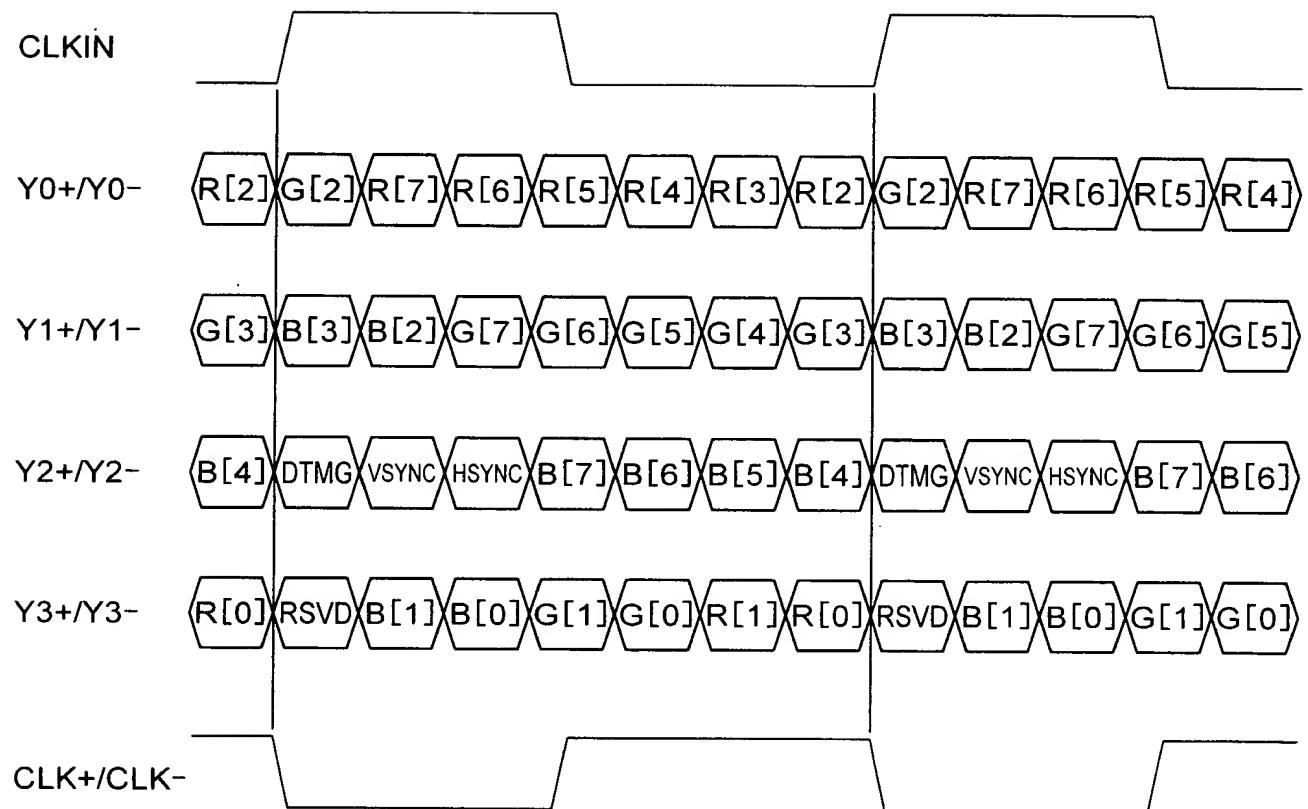


FIG. 35

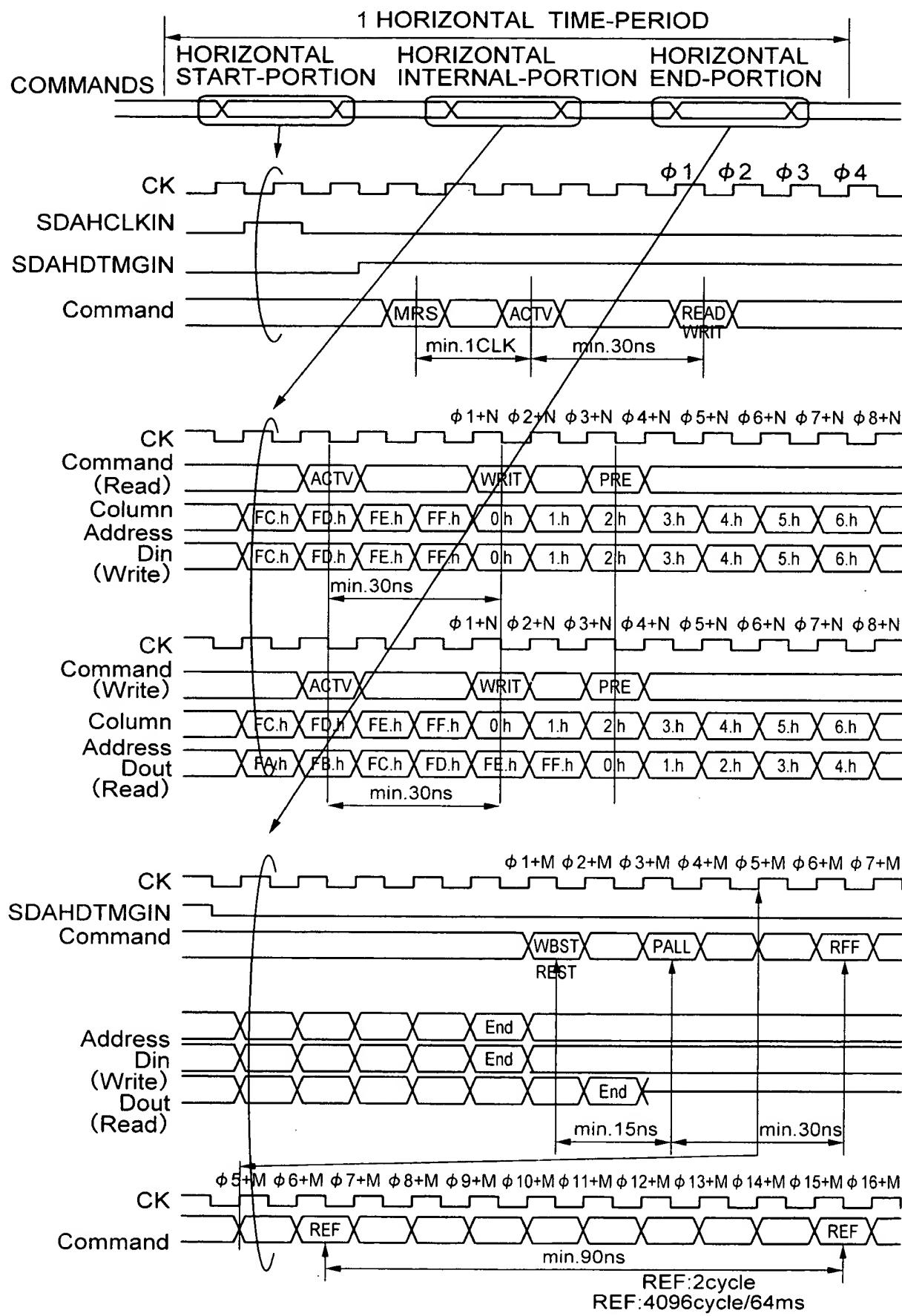


FIG. 36

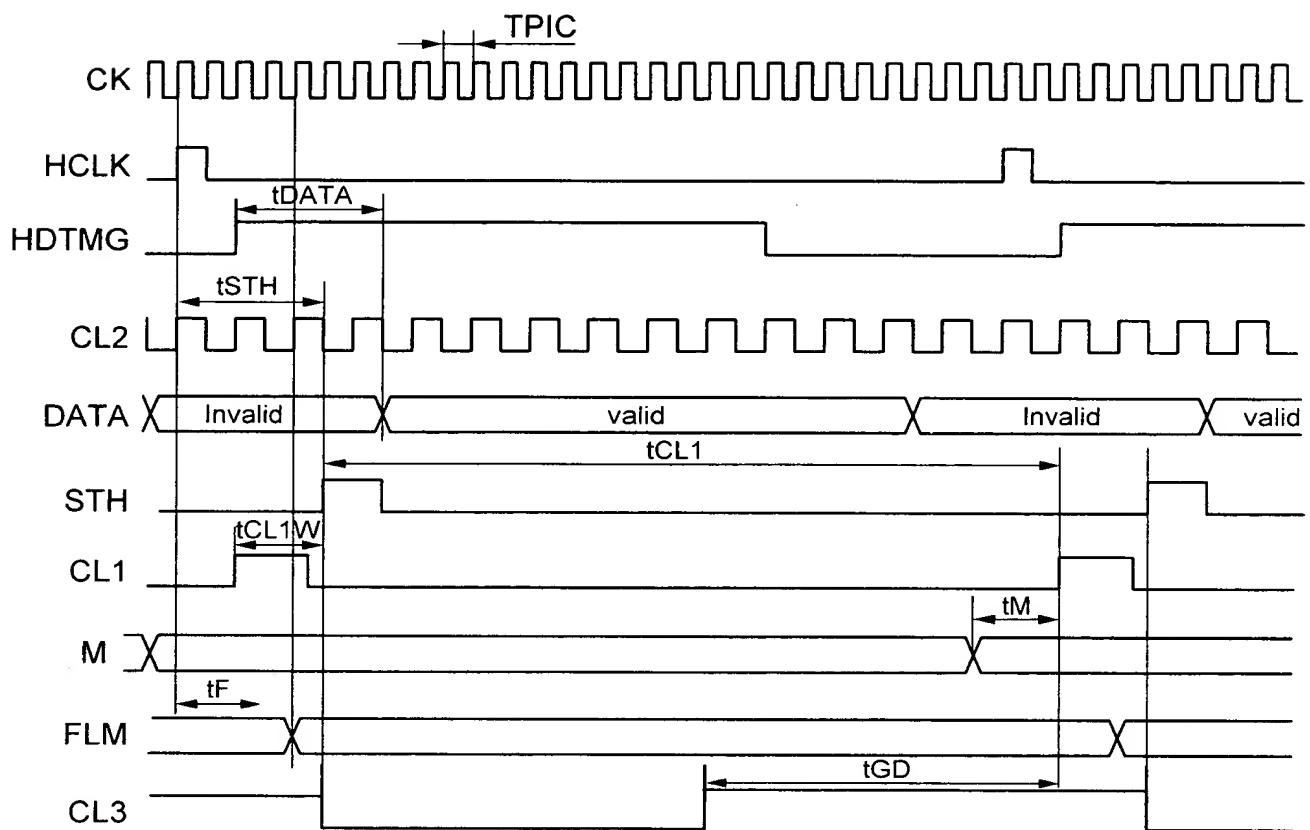


FIG. 37

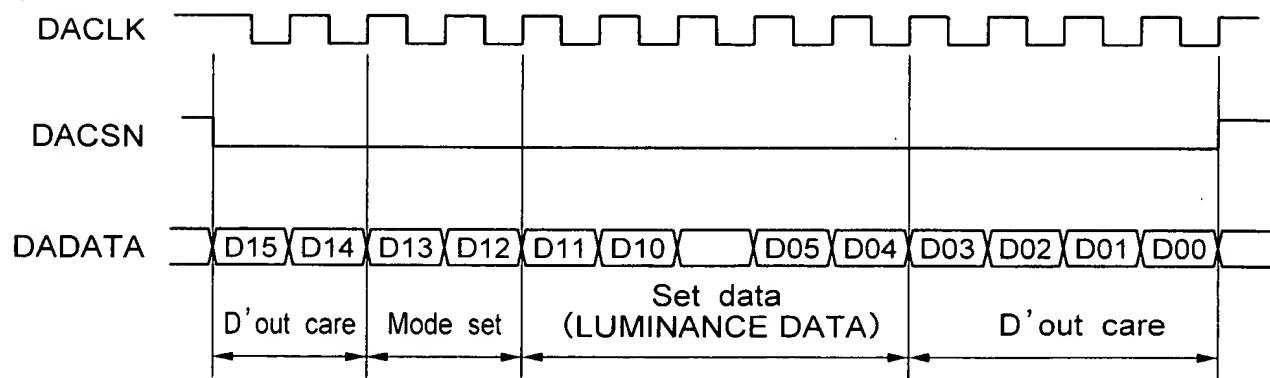


FIG. 38

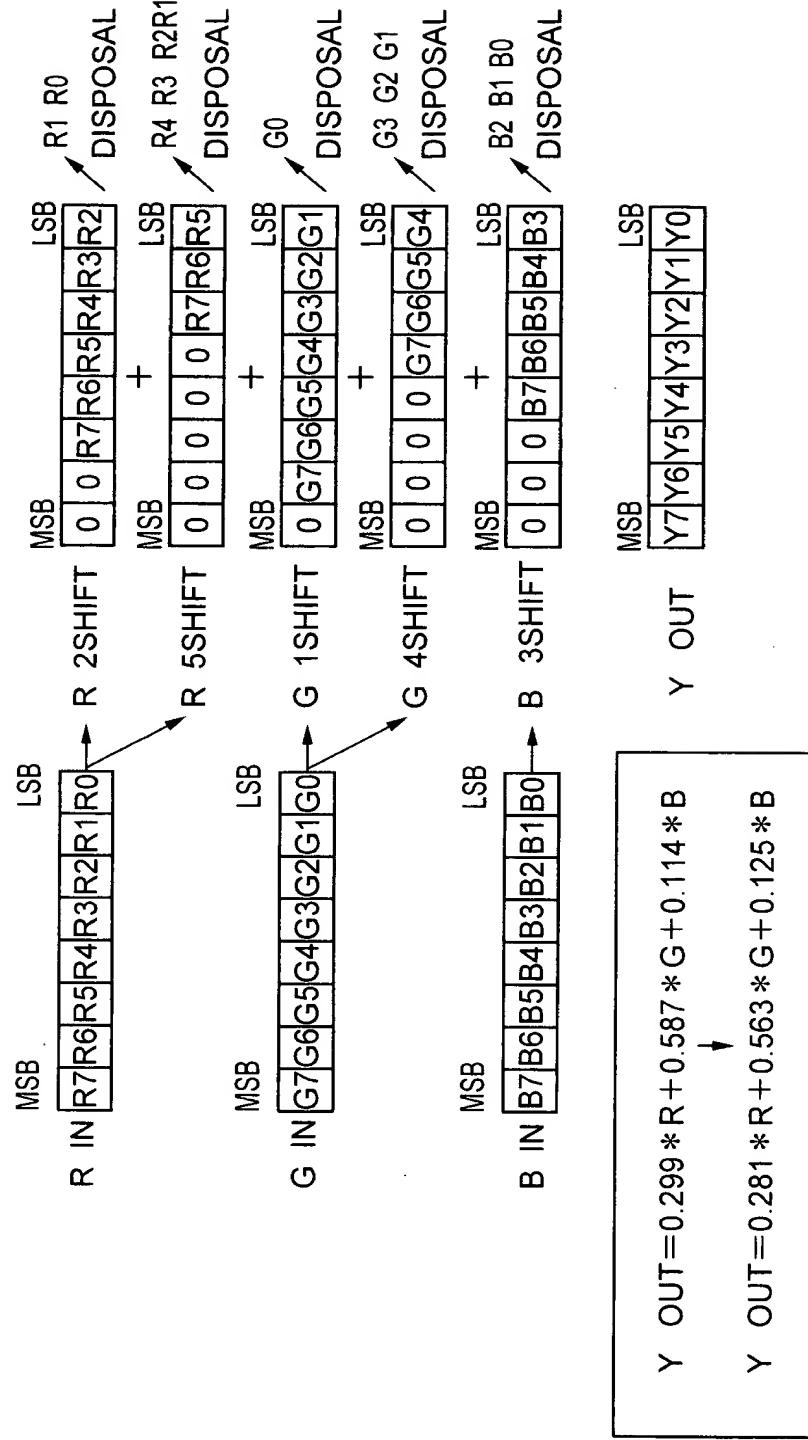


FIG. 39

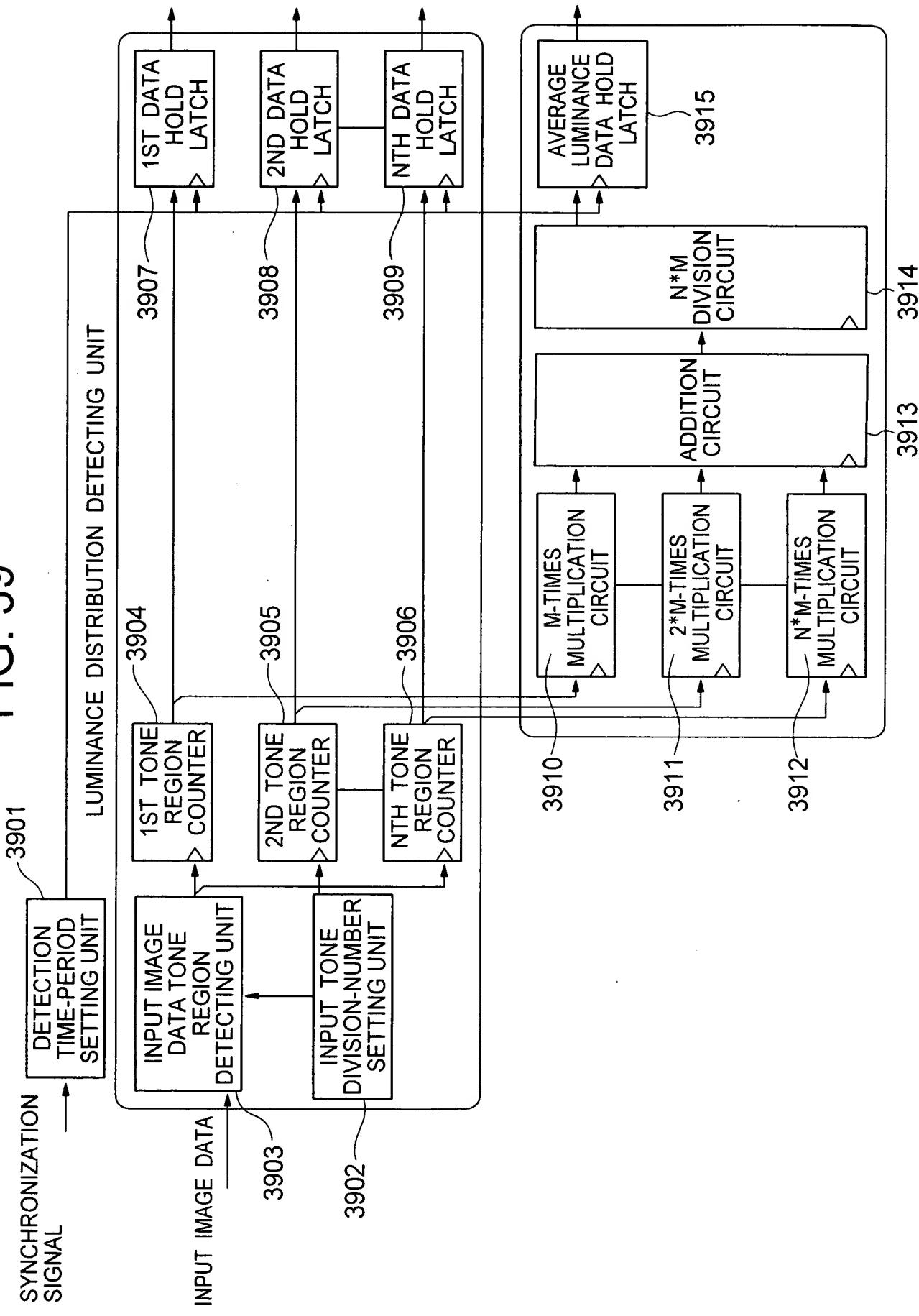


FIG. 40

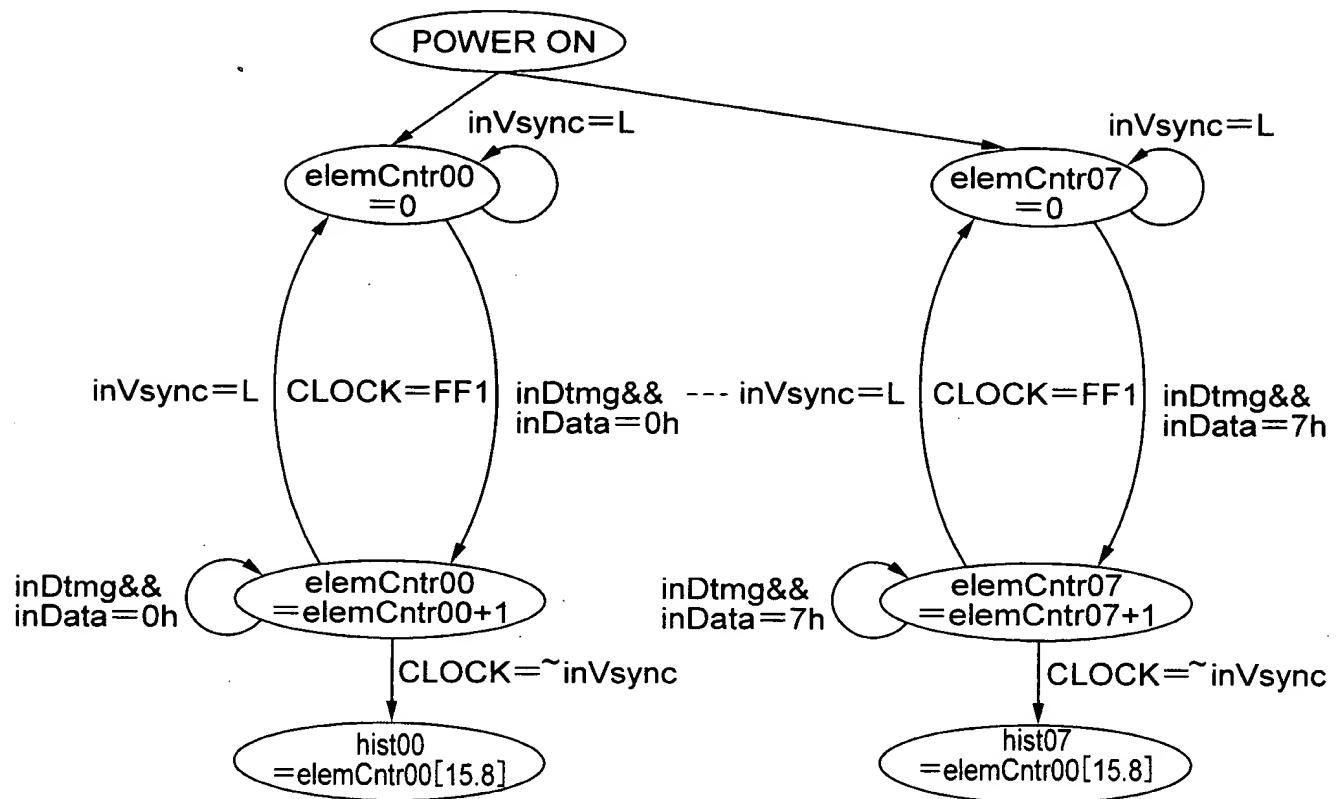


FIG. 41

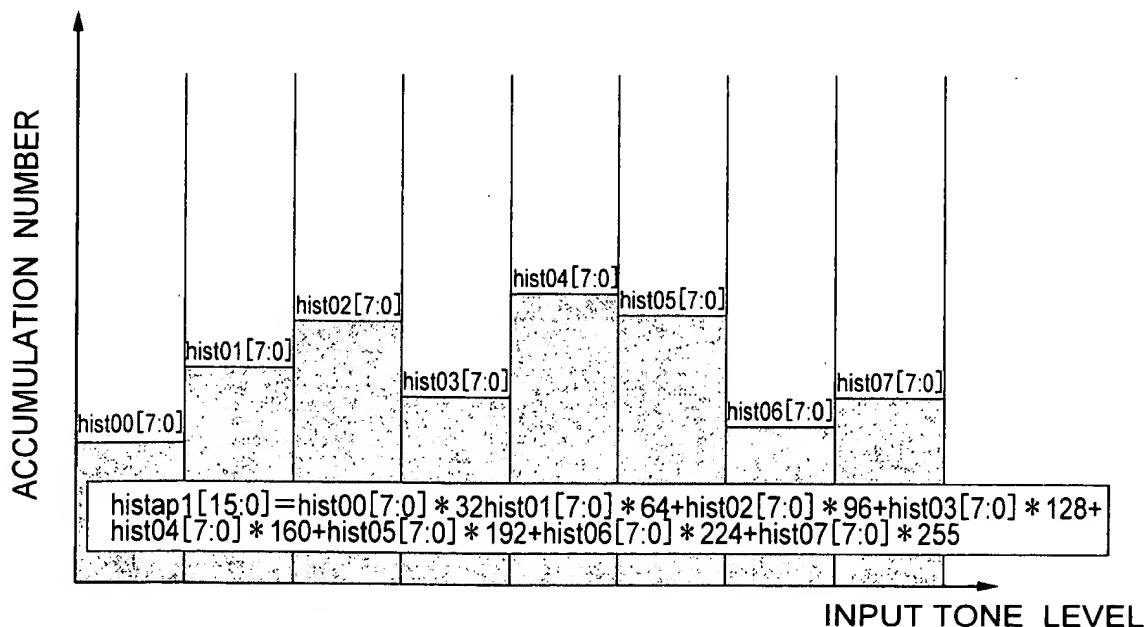


FIG. 42

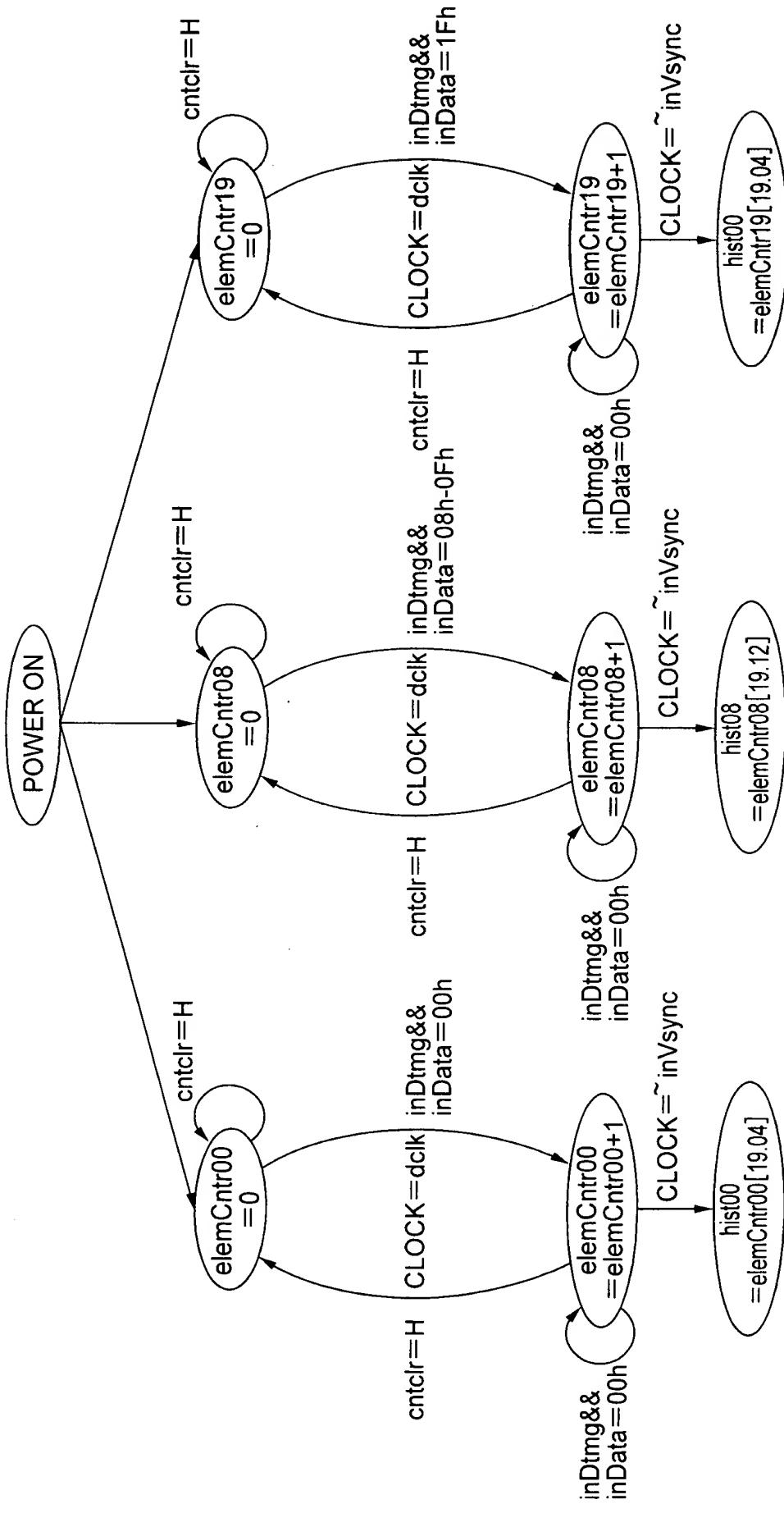


FIG. 43

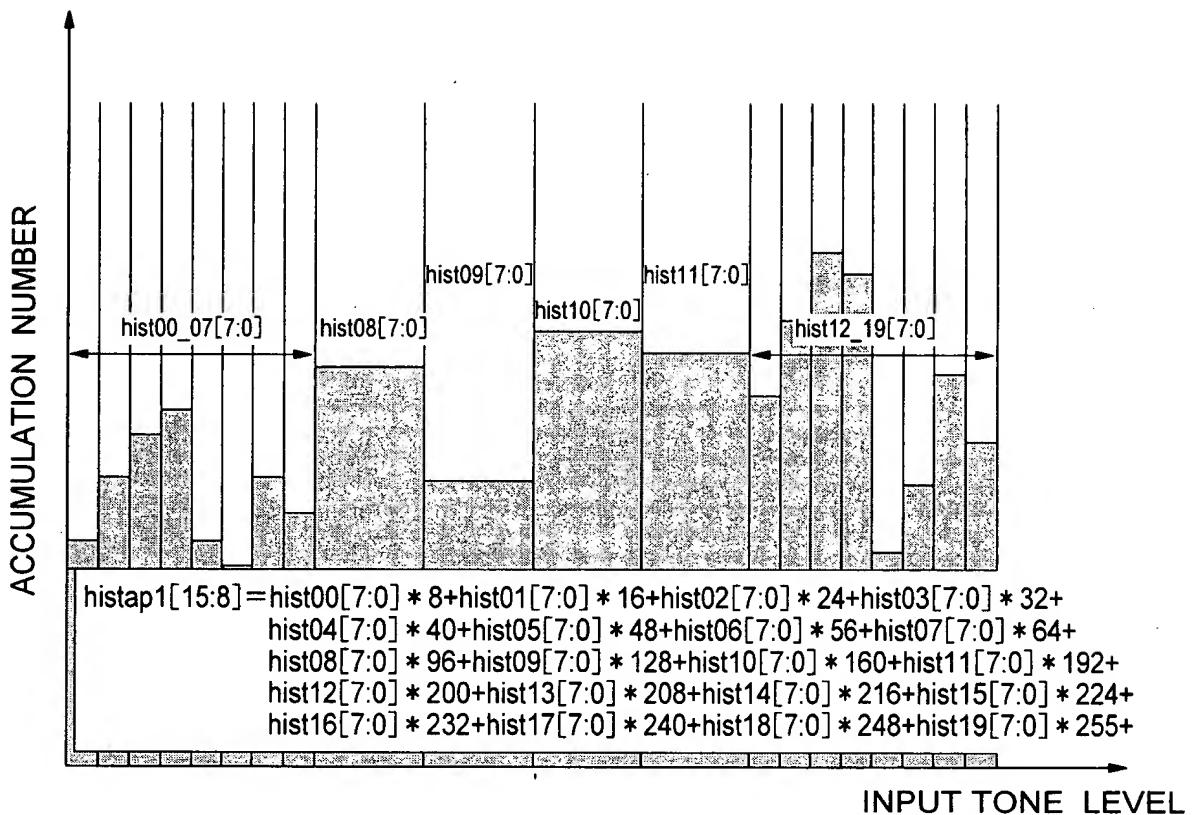


FIG. 44

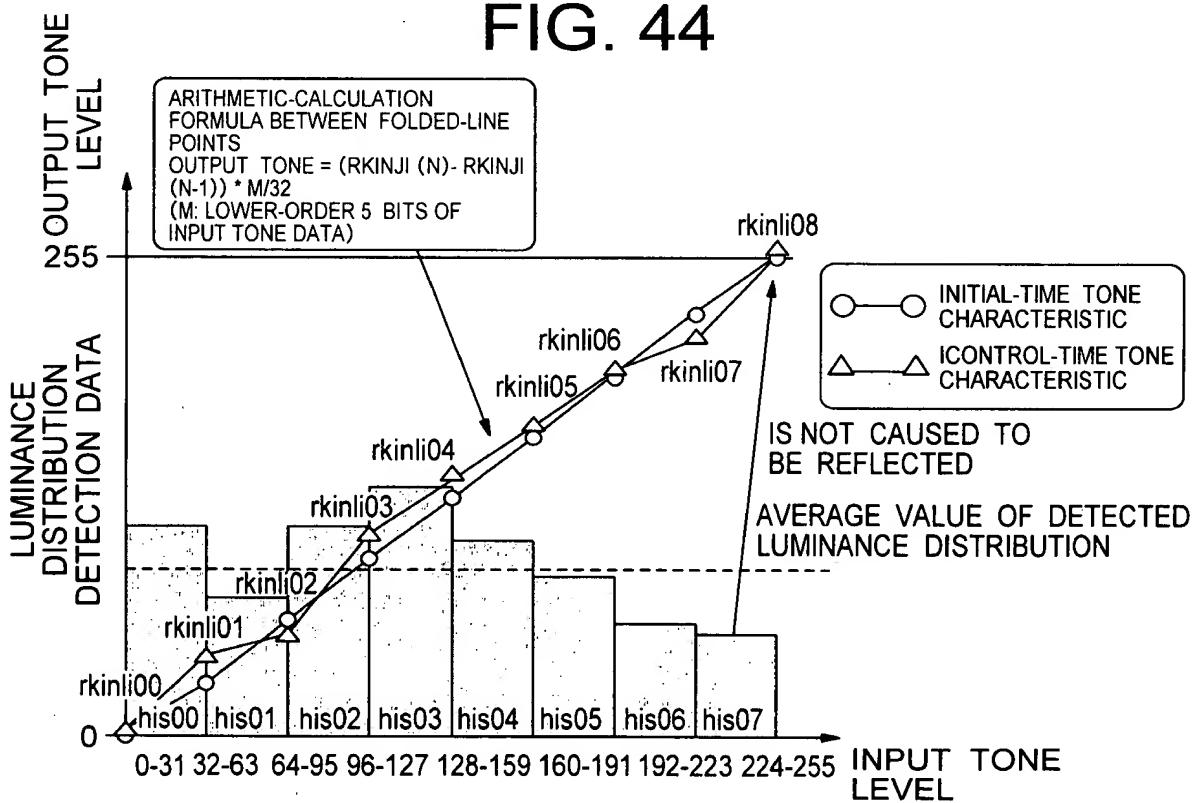


FIG.45

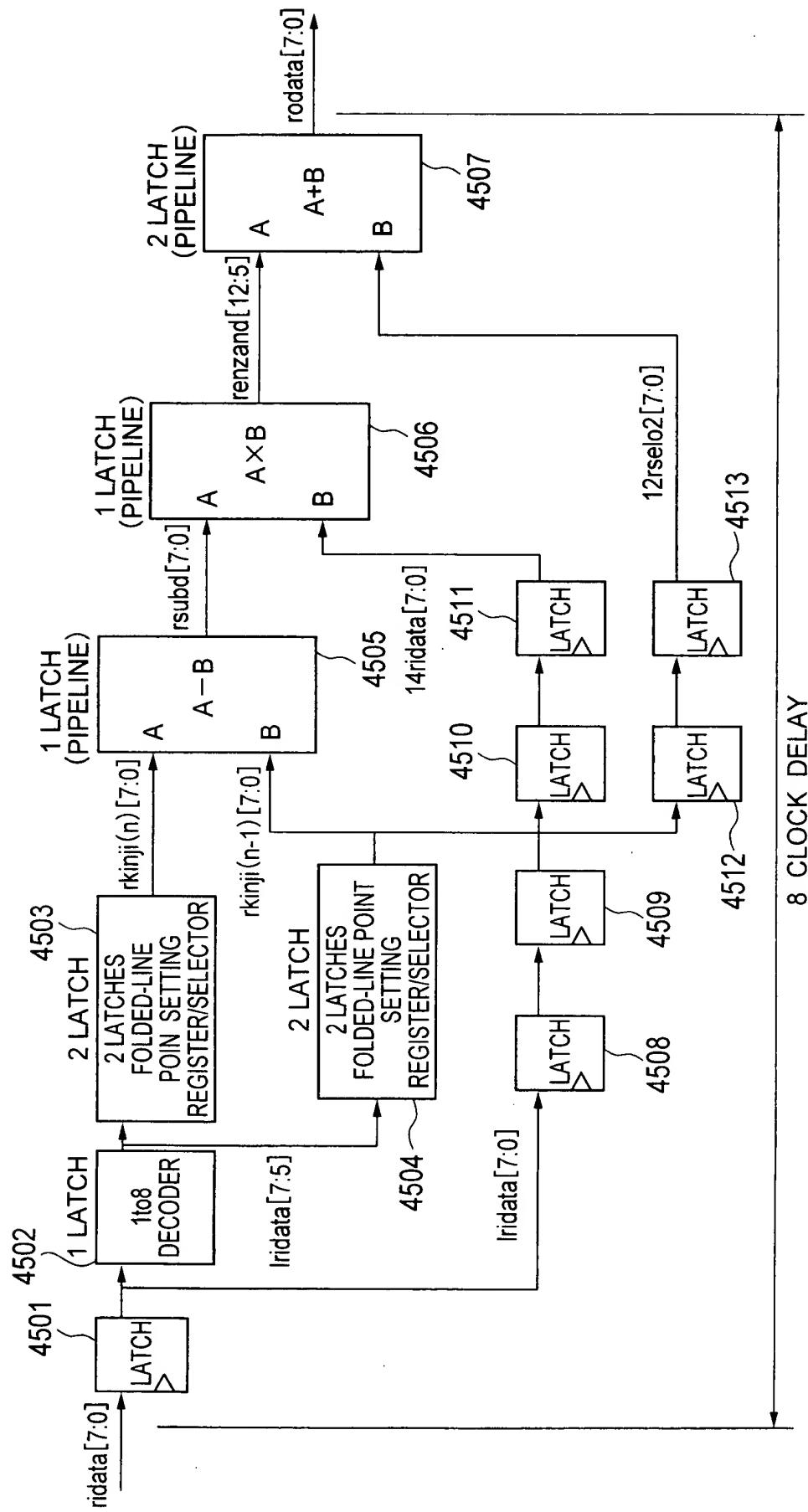


FIG. 46

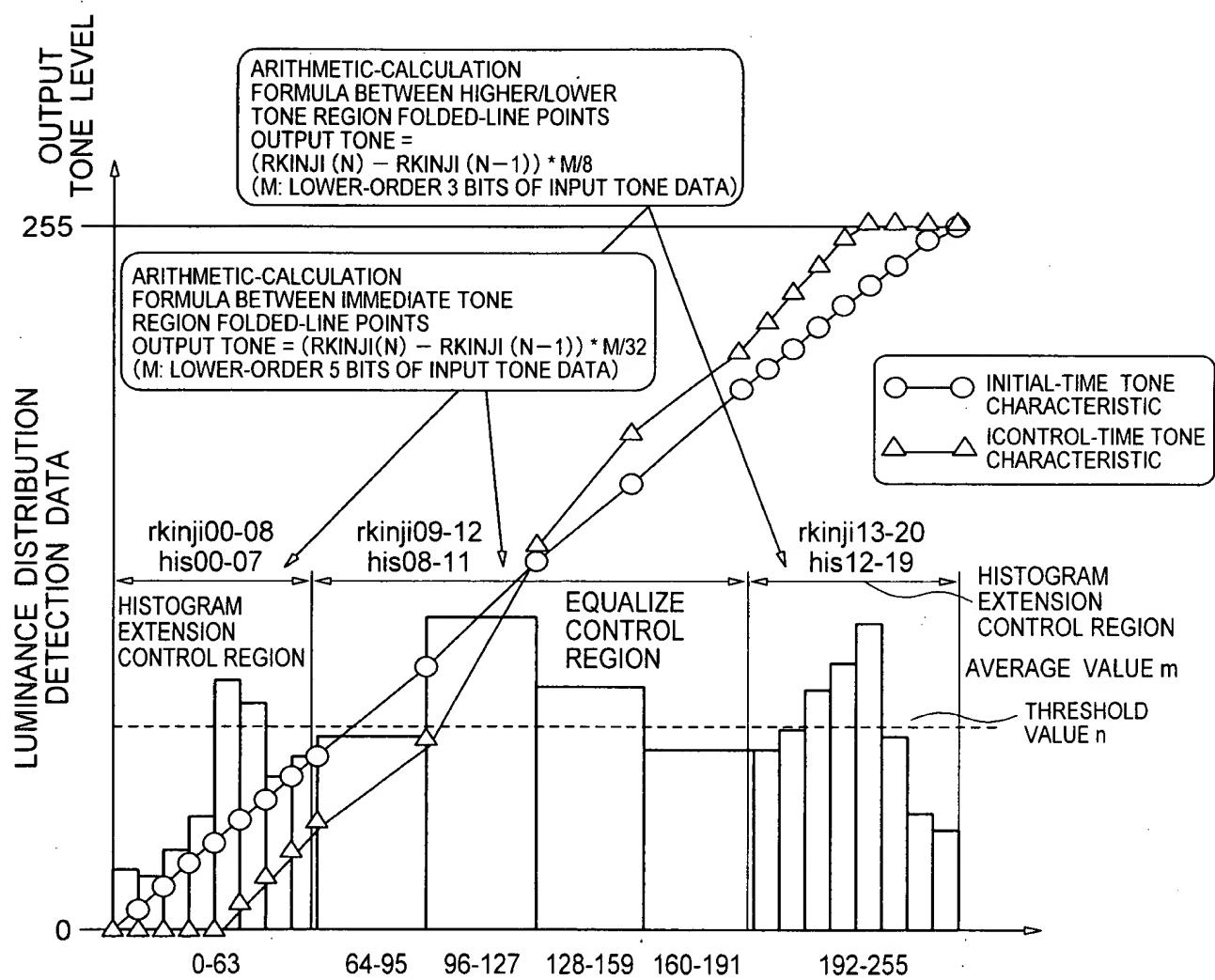


FIG. 47

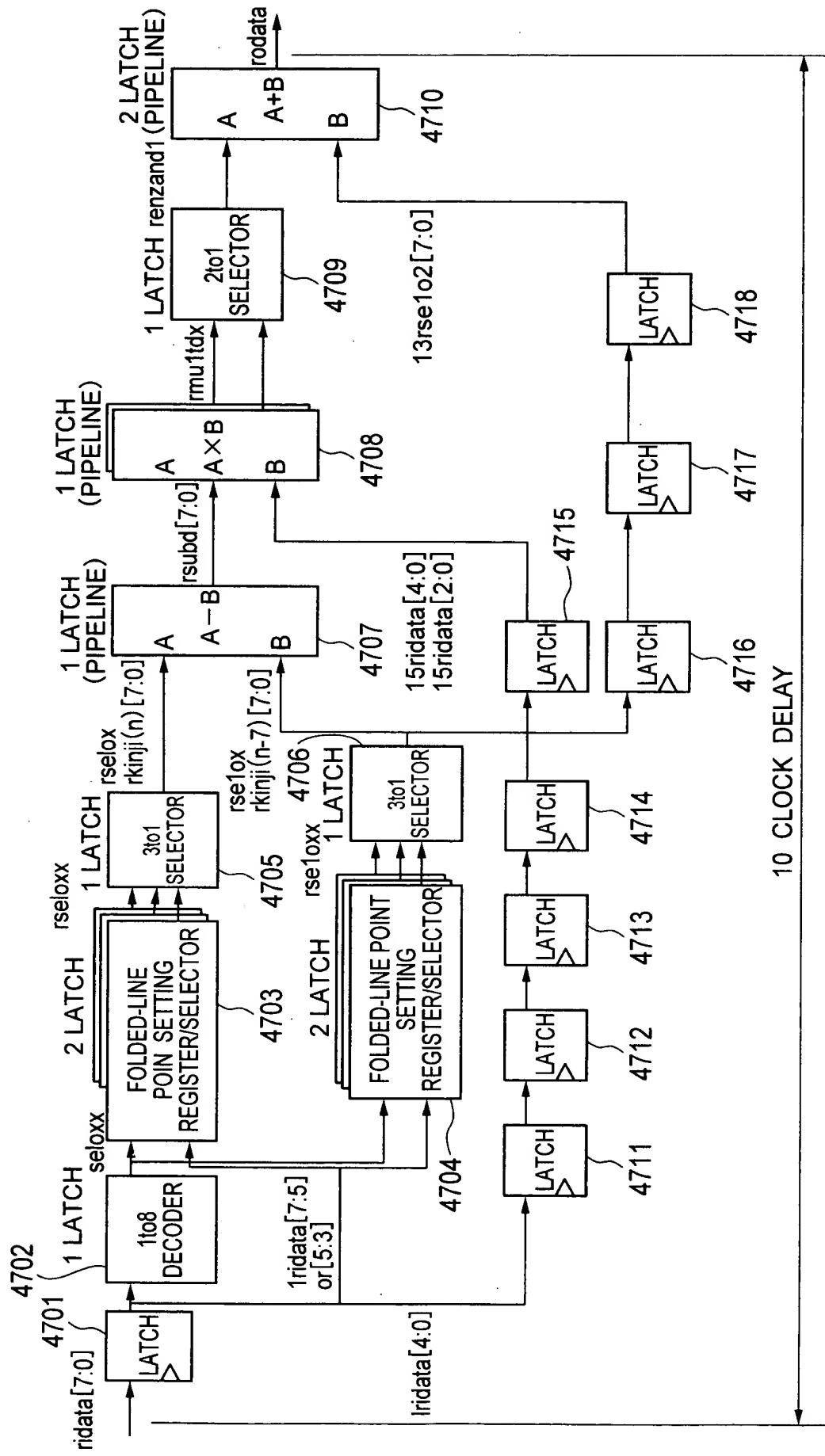


FIG. 48

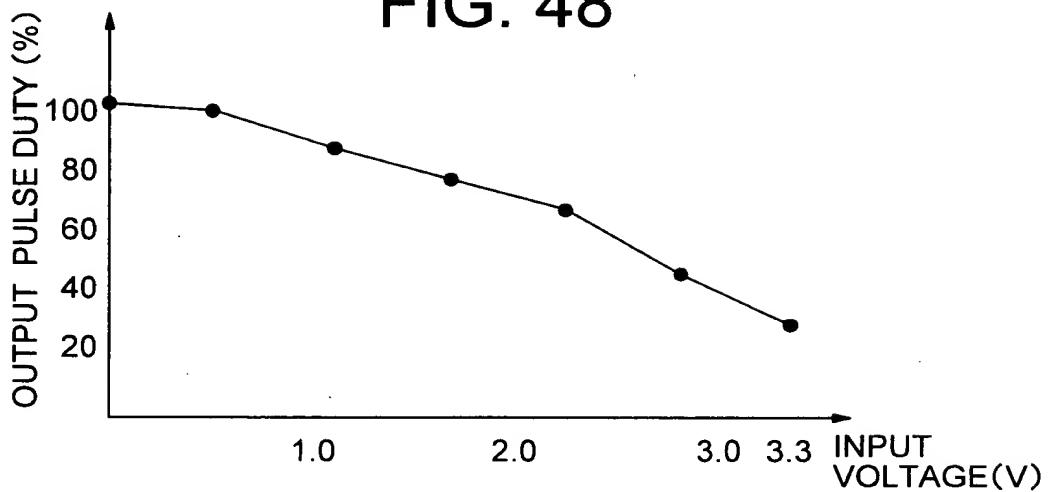


FIG. 49

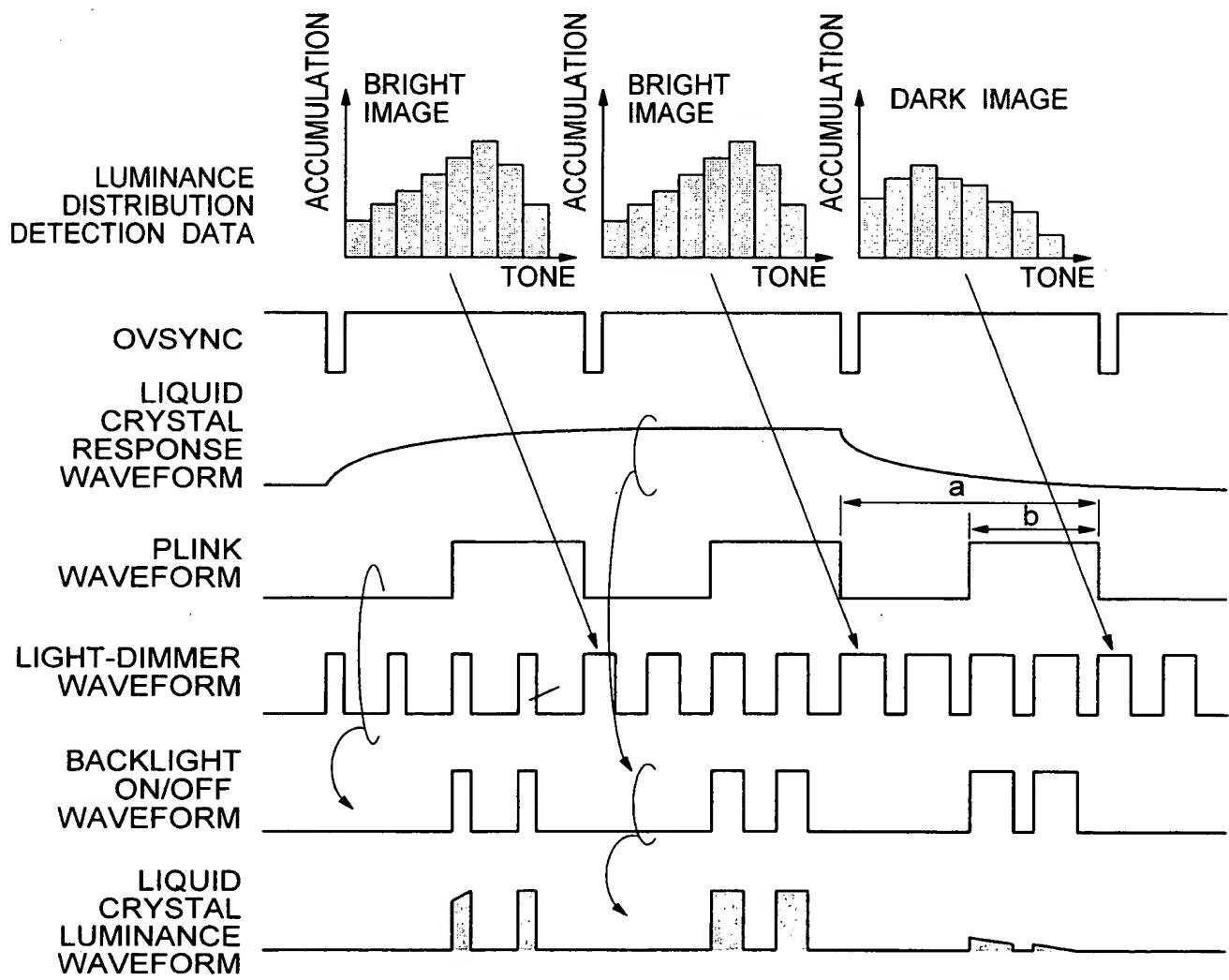


FIG. 50

$a+b+c+d+e+f+g+h = 192$ POINTS
 IMAGE JUDGING CONDITION
 JUDGING CONDITION 1: BRIGHT IMAGE (LARGE NUMBER OF HIGHER-ORDER TONE DISTRIBUTION REGIONS)
 $E > 48$ POINTS OR $F > 40$ POINTS OR $G > 32$ POINTS OR $H > 24$ POINTS
 JUDGING CONDITION 2: DARK IMAGE (LARGE NUMBER OF LOWER-ORDER TONE DISTRIBUTION REGIONS)
 OTHER THAN THE ABOVE-MENTIONED JUDGING CONDITION 1 (LARGE NUMBER OF HIGHER-ORDER TONE DISTRIBUTION REGIONS)

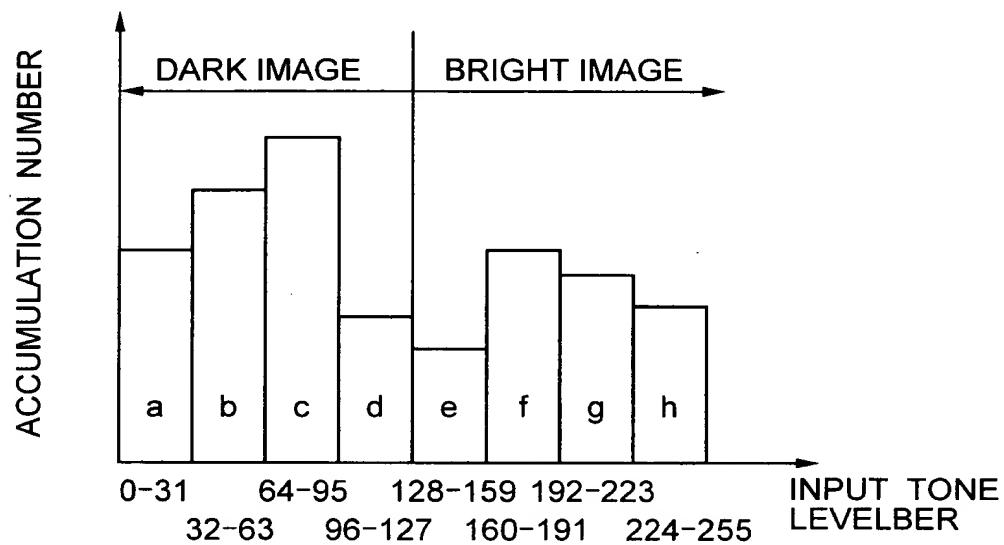


FIG. 51

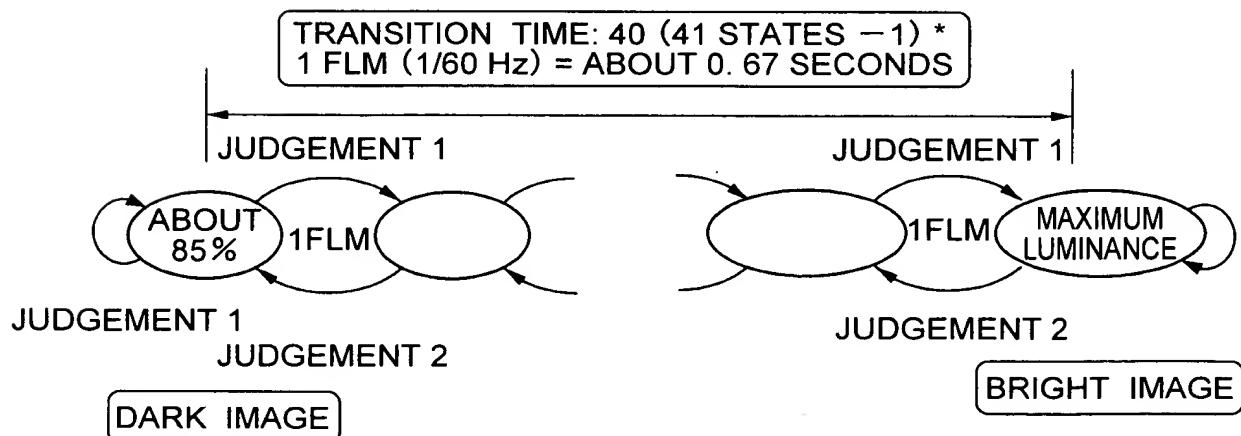


FIG. 52

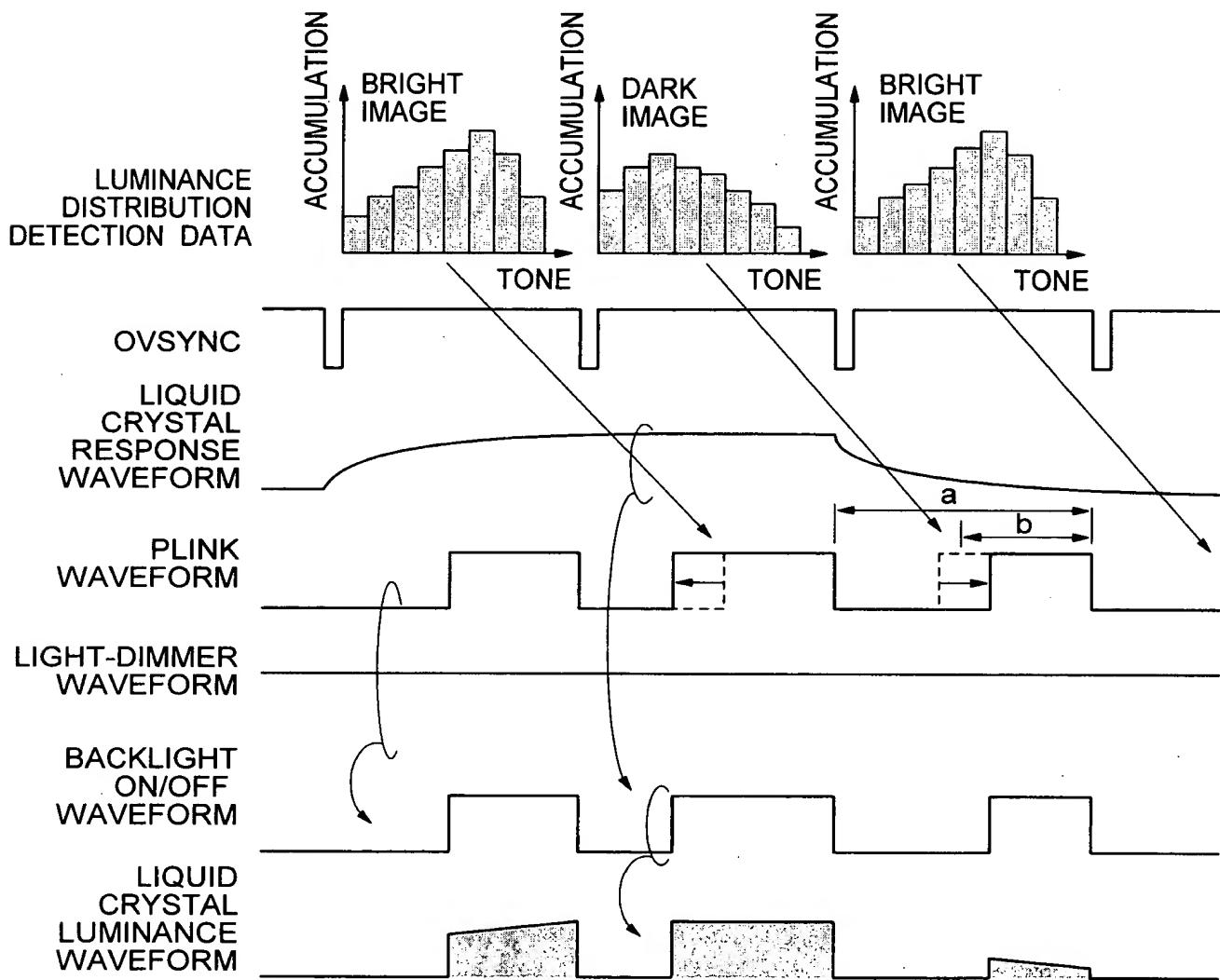


FIG. 53

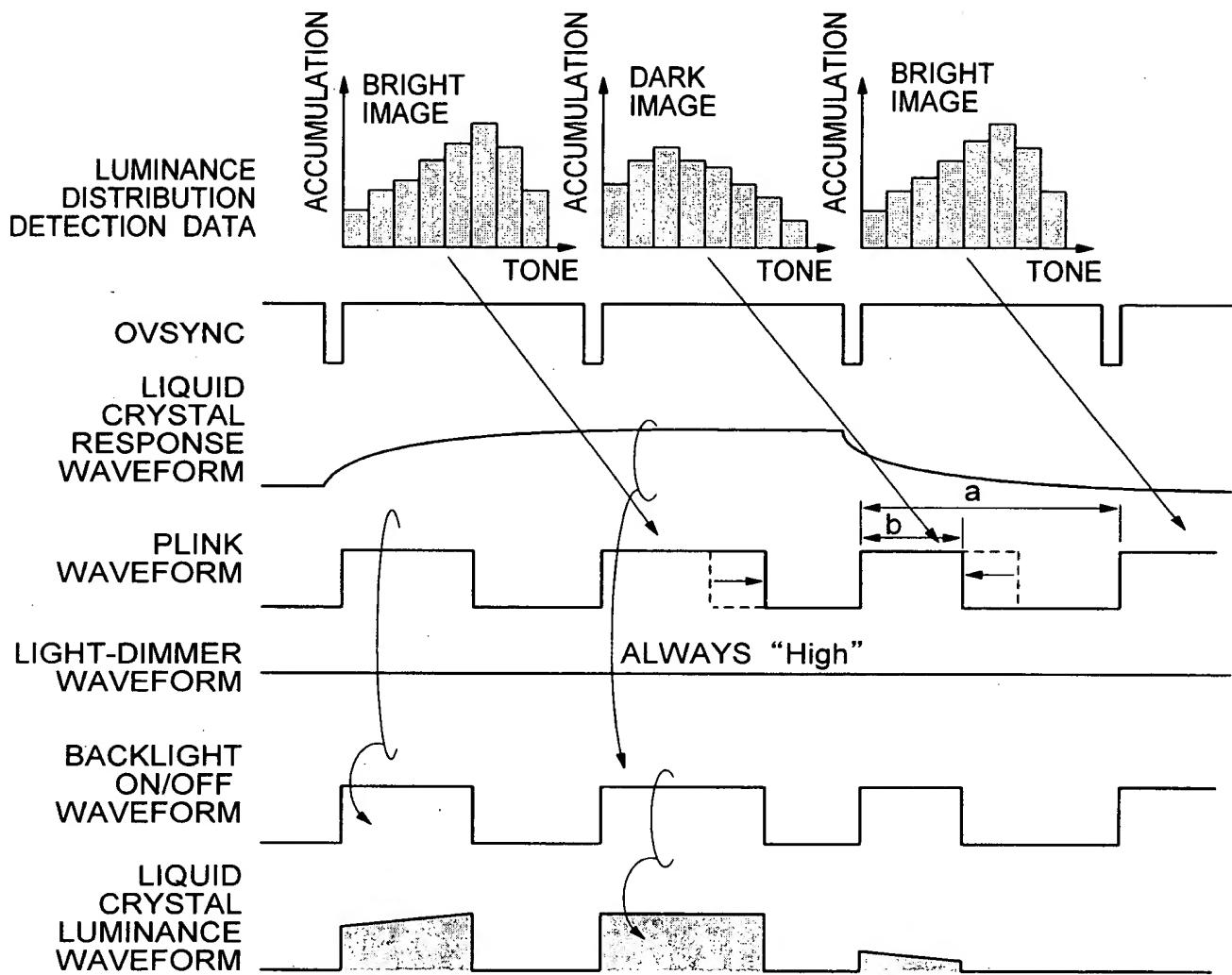


FIG. 54

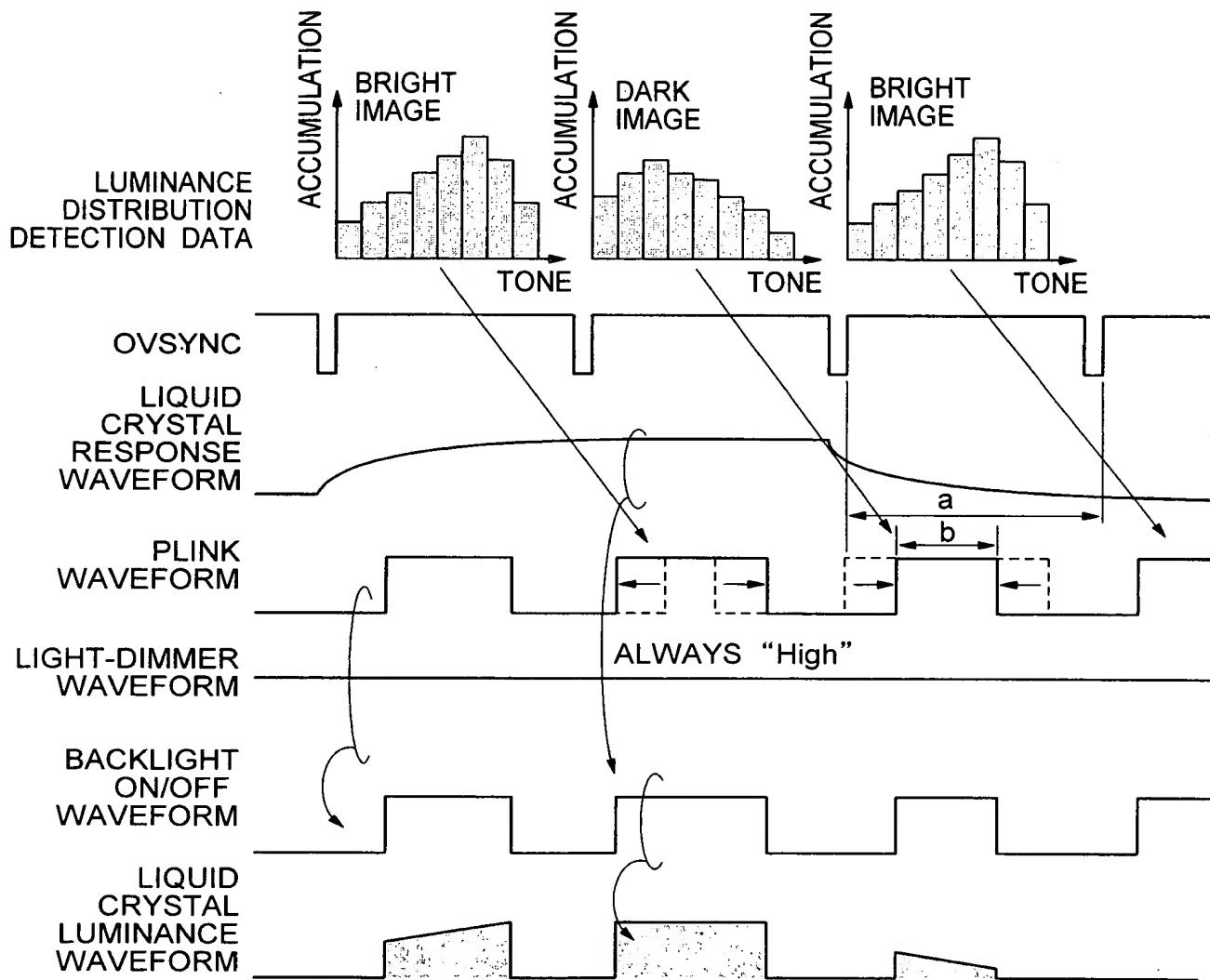


FIG. 55

